

GAME BOY ADVANCE

AGB-AW2E-USA

ADVANCE WARS 2

BLACK HOLE RISING



INSTRUCTION BOOKLET

Nintendo®

WARNING: PLEASE CAREFULLY READ THE SEPARATE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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EVERYONE
MILD VIOLENCE



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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Orange Star CO



Nell



PROLOGUE

Months after the fearsome battles that raged throughout Cosmo Land, the Black Hole Army has resurfaced on Macro Land, one of the smaller continents on Wars World. From their new base of operations, Black Hole strikes at Orange Star, Blue Moon, Yellow Comet, and Green Earth, driving deep into the heart of each nation. Your mission is to defeat Black Hole's dangerous COs and restore peace on Wars World.

The Black Hole COs

CONTROLS

L Button

- Move cursor to units awaiting orders

+ Control Pad

- Move cursor
- Make menu selections
- Move units

START

- Begin game
- Display overview map
- Skip cinema scenes and dialogue

SELECT

- Display Map menu
- Reorder troop display
(See page 23)

R Button

- Display intel on units and terrain features

A Button

- Confirm selections
- Display Map menu
- Display movement range
- Scroll through text

B Button

- Cancel selections
- Display attack range
(When cursor is on a unit)
- Highlight all units
(When cursor is not on a unit)



Press SELECT, START, and the A and B Buttons to reset the game.

PREPARING FOR COMBAT

Insert the Advance Wars 2: Black Hole Rising Game Pak into your Game Boy Advance and turn the power ON. Press START on the title screen to move to the Select Mode screen.



Orange Star CO

Andy



Equally proficient on land, in the air, or at sea, he's always ready to go and has no real weaknesses.

Orange Star CO



Sami

Her foot soldiers have superior firepower and can capture properties in reduced time. Her transport units have increased movement ranges. However, she's weak in direct combat against non-infantry units.



SELECT MODE SCREEN

Advance Wars 2: Black Hole Rising has six game modes to choose from. Use the + Control Pad to select a mode, and press the A Button to confirm your choice.

Depending on the mode you select, a sub-window with further choices may be displayed.

❗ In some sub-windows, you can only select NEW when starting the game for the first time.



Campaign (see pg.26)

Take command and play through the story of Black Hole's invasion.

Versus Mode (see pg.28)

This single-system, single-Game Pak mode is designed for one to four players.

Design Room (see pg.30)

Select this game mode to edit your own game maps or to change CO hair and clothing colors.

Link Mode (see pg.36)

Link up multiple systems for more multiplayer action or to trade your own maps.

Battle Maps (see pg.46)

Use points earned in Campaign and the War Room to purchase new maps and other goodies.

War Room (see pg.48)

Take on the computer to earn points and rankings.

SAVING

There are two ways to save game data: by completing a mission or by selecting Save from the Map menu during a mission.

Completing a Mission

When you finish a mission, you will be asked if you want to save your game data. Use the + Control Pad to select Yes, and press the A Button to confirm your choice.



Map Menu

You can save your game data at any point during a battle. Select the Save command from the Map menu (see pg. 24) and press the A Button. You will be asked to save your current game data. Restore your game by selecting Continue from the Select Mode screen.



❗ Games played in Link mode cannot be saved.

Clear All Saved Game Data

If you want to delete all of your saved data, press and hold SELECT, the L Button, and right on the + Control Pad when you turn on your Game Boy Advance. Use the + Control Pad to select Yes and press the A Button to confirm.

❗ Game data that has been erased cannot be restored, so be careful!

RULES OF ENGAGEMENT

The game screen is divided into square-shaped spaces. The distance units can move and their attack ranges are measured in these spaces. Some squares have HQs, bases, and other properties, while others contain different terrain features, like mountains and seas.

Game Screen



Combat

Battles consist of a CO issuing orders (fire, move, capture, etc.) to his or her troops, then waiting while the enemy CO does the same. When all COs are finished, a day ends. This process continues until a victor emerges.



Orange Star CO

Max



His non-infantry ground, air, and naval units have superior direct-combat abilities. His indirect-combat units have reduced ranges of fire and low attack strength.

Armies

You'll find five separate armies in Advance Wars 2. You will give orders to all the soldiers, with the exception of the enemy army, via your commanding officers.

*Orange
Star*



*Blue
Moon*



*Yellow
Comet*



*Green
Earth*



*Black
Hole*



(enemy)

Battle Outcome

◆ Mission Complete (Victory)

There are two main ways to win a mission: HQ Capture or Enemy Rout. For an HQ Capture, move one of your infantry or mech units onto the enemy field HQ and select Capture. To rout the enemy troops, you must defeat all deployed enemy units.

❗ Depending on the rule settings and the battle map, you might be able to win by Base Capture—capturing a pre-determined number of properties.

◆ Mission Failure (Defeat)

There are three ways to lose on the field of battle: HQ Capture, Rout, and Surrender. HQ Capture and Rout are the same as above. To surrender, simply choose Yield from the Options menu on the Map menu.

❗ The terms for victory vary between game modes.



Blue Moon CO

Olaf



Because he's from a cold country, snow does not reduce Olaf's movement range. Rain, however, does slow him down. He's as pompous as they come, but he's also a sound commander with no real weaknesses.

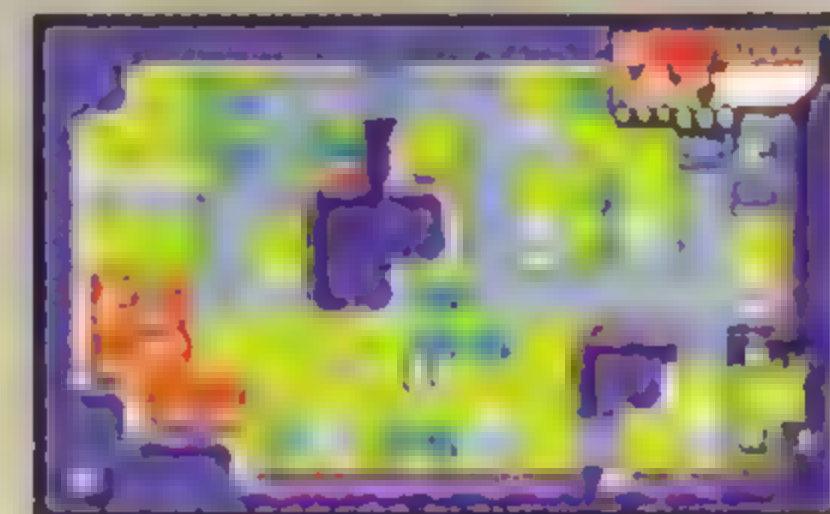
UNITS

Soldiers, vehicles, and artillery that appear on the map represent entire units. Each unit starts with a total of 10 HP (hit points).

War Funds and Deployment

◆ War Funds

It takes money to deploy units into the field. War funds are collected from the properties (bases, cities, HQ, etc.) each army controls on any given map. These funds are added to your total at the start of every turn. Unused funds are carried over to the next turn, but your funds are not carried from map to map.



◆ Unit Deployment

Units can be deployed from one of three deployment properties: a base, an airport, or a port.

When you place the cursor on one of your deployment properties, a wrench icon will appear.



Press the A Button to display the Deployment menu, then use ↑ and ↓ on the + Control Pad to select the unit you want to deploy. Confirm your choice by pressing the A Button again. The unit appears on that property and can receive orders on the next turn.



Movement

Each unit can move once per turn. Use the cursor to select the unit you want to move, and press the A Button. When the unit is selected, its movement range appears.

Place the cursor where you want the unit to move. A red arrow traces the units path.

After the unit moves, the Command menu appears. (Note: two units cannot occupy a single space at the same time.)

The following orders may appear in the Command menu. Use ↑ and ↓ on the + Control Pad to select an order, and press the A Button to confirm.

• Capture • Wait • Fire • Supply • Join • Load • Drop

Once a unit has been ordered to wait, it can receive no further orders until the next turn.

◆ Gas

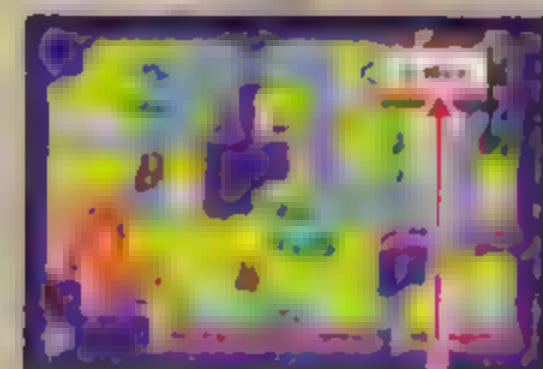
Ground units burn fuel only when ordered to move. Air and naval units consume fuel every turn. They crash or sink if they run out of fuel, so check the fuel status on the Cursor Intel window.

◆ Canceling Movement Orders

You can cancel movement orders until you've given secondary orders from the Command menu. Normally, units don't consume fuel if their movement orders are canceled. However, in Fog of War (see pg. 25), units consume fuel even if their movement orders are canceled.



Unit to be moved *Destination*



Command menu

Capture

The Capture command appears when you move one of your infantry or mech units onto a neutral or enemy property.

Confirm the Capture orders with the A Button to make your unit begin securing the property. Each property has a capture number, which is reduced each turn by number of HP the capturing unit has. An infantry or mech unit with 10 HP can capture a property with a capture number of 20 in 2 days. Once a property is secured, it turns the color of the army that captured it.



Blue Moon CO

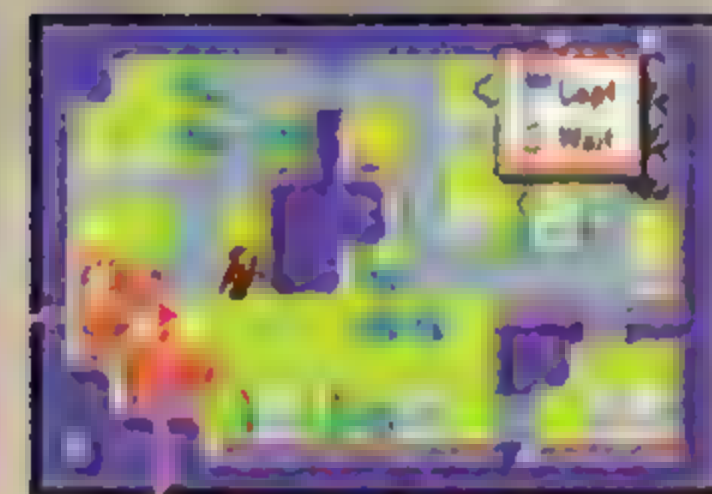
Grit



His indirect-combat units have an increased range of fire and a superior attack strength. All of his units are weak in direct combat, though.

Capturing unit

Property to be captured



The capturing icon, as shown here, appears while a unit is still securing a property.

Blue Moon CO

Colin



He deploys units at reduced costs. All of his units have a slightly reduced attack strength, which may be a result of his lack of command experience.



Fire

The Fire order appears in the Command menu when a unit can attack an enemy.

When you choose to attack by selecting Fire and pressing the A Button, the Attack cursor appears. If multiple enemies are within range, you can move the Attack cursor with the + Control Pad.

Once you have selected an enemy target, press the A Button to confirm your choice. Your unit will open fire immediately.

◆ Types of Attack

Depending on the type of unit attacking, you will engage in either direct or indirect combat. Direct-combat units can move and fire in the same turn. Indirect-combat units, however, can only move or fire in one turn. When attacking, indirect-combat units are safe from counterattack.

❗ The range of fire for indirect-combat units differs between unit types.

An enemy unit that loses all of its hit points explodes and vanishes from the screen. Of course, the same is true for your units, too.

Attacking Unit
Enemy Unit



Direct Combat



Indirect Combat

Supply

You can supply units with their maximum amount of fuel and ammo by moving APCs (Armored Personnel Carriers) adjacent to them. Units can resupply their fuel and ammo by stopping on secured properties, too. They also recover 2 HP for every turn they remain on a property.

*APC
Unit Receiving Supplies*



To use an APC to supply, move the APC to a space adjacent to the unit in need of fuel or ammo. The Supply order will appear in the Command menu.

Select Supply, and press the A Button to confirm.

❗ If multiple units are adjacent to an APC, all units receive supplies.



Air and naval units can receive supplies and replenish hit points by resting in airports and ports, respectively.



Air units and naval units can receive supplies from APCs by moving to a space adjacent to them.



❗ Using bases to recover supplies and HP costs money. Don't worry—the cost will be deducted from your available war funds automatically!

Join

You can join two units of the same type into one unit if both units have been damaged. To do this, move one unit onto a space occupied by a unit of the same type, select Join from the Command menu, and press the A Button to confirm your orders.

The newly formed unit has the combined amount of fuel and ammo of the individual units, but that number cannot exceed the maximum amount for that unit type.

⚠ Units also combine their HP when joined, but their HP will never exceed 10.



Unit initiating joining and unit being joined

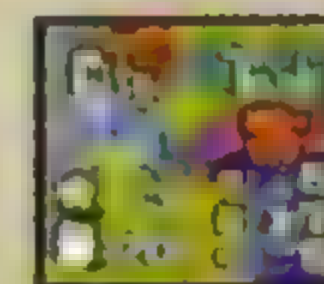


Example



HP 7
Gas 22
Ammo 8

+



HP 5
Gas 17
Ammo 5

=

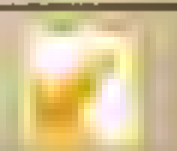


HP 10
Gas 34
Ammo 9



Yellow Comet CO

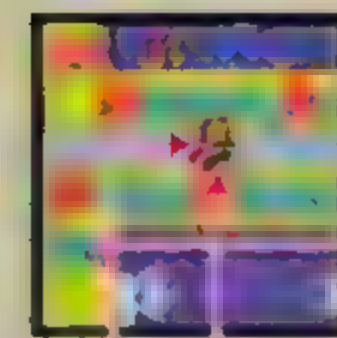
Kanbei



All his units possess superior offensive and defensive capabilities, but they are more expensive to deploy.

Load





Transport units have the ability to carry other units. They can carry units with low movement ranges farther than normal, even allowing them to cross otherwise impassable terrain. To load a unit, select it with the cursor, move it onto a space occupied by a transport unit, and select Load from the Command menu. Place the cursor on a transport vehicle to view intel on the units being carried.



Unit being
APC transported



- ⚠ Depending on the type of transport, some terrain types may prevent you from loading units.
- ⚠ Units being transported are not damaged if the transport vehicle is fired upon. However, if a transport is destroyed while carrying another unit, that unit is also destroyed.
- ⚠ Even after transports have been ordered to Wait, they can still load units.

Transport Units		APC		Lander
		Transport copter		Cruiser

Transport unit	Transportable unit types	Units that can be loaded
APC	Infantry, Mech	1
Lander	Ground Units	2
Transport copter	Infantry, Mech	1
Cruiser	B Copter, T Copter	2

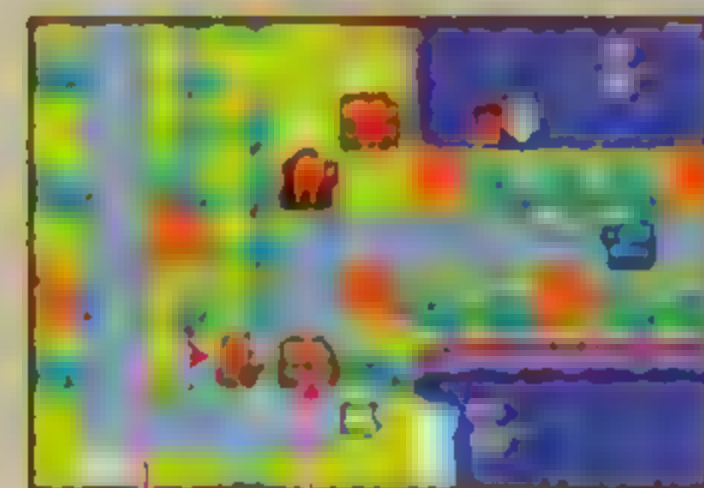
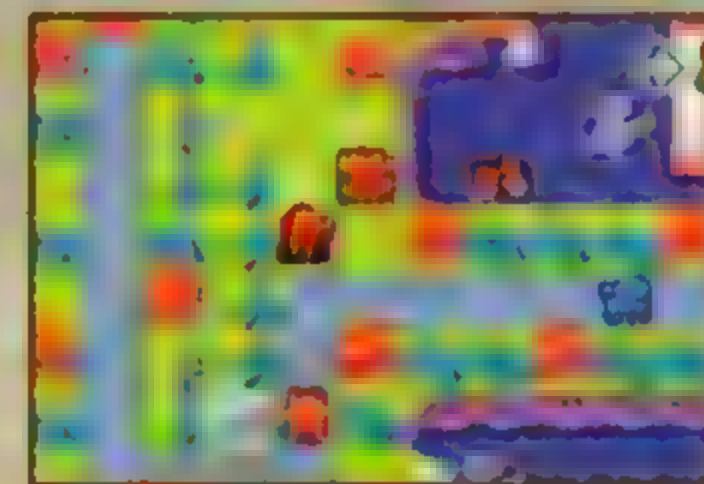
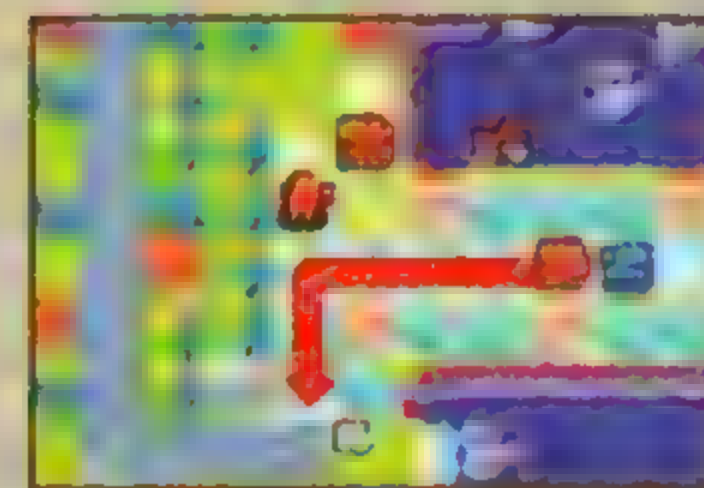
Drop

Loaded units can, of course, be unloaded. First, though, use the cursor to move the transport unit to the desired location.

If the transport unit stops in terrain that allows for the unloading of troops, Drop appears in the Command menu. When you select Drop and confirm this order with the A Button, the cursor appears, allowing you to choose where you want to unload a unit. If the transport is carrying two units, select which unit you want to drop with the + Control Pad.

- ❗ A transport carrying two units can drop both units in a single turn.
- ❗ Units cannot move on the turn they are unloaded.

Transport unit	Terrain where units can be dropped
APC	Any terrain the APC can traverse
Lander	Shoals, Ports
Transport copter	Any terrain other than seas
Cruiser	Any terrain the cruiser can traverse



Dropped APC unit

Wait

When a unit finishes moving, this appears in the Command menu. Select this to end a unit's turn if it's not firing or capturing.

MAP MENU

To display the Map menu, place the cursor on an unoccupied space and press either SELECT or the A Button. Use ↑ and ↓ to select a command, and confirm with the A Button.

❗ Menu items vary depending on the game mode and the selected rules.

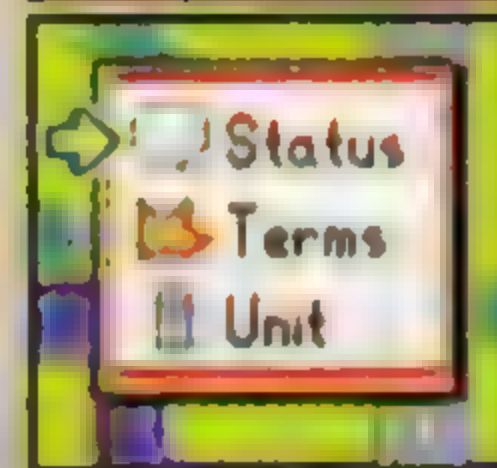
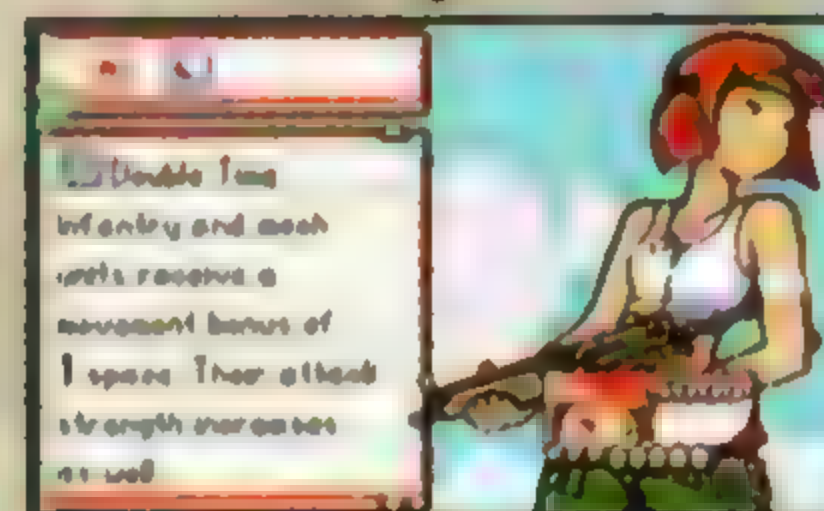
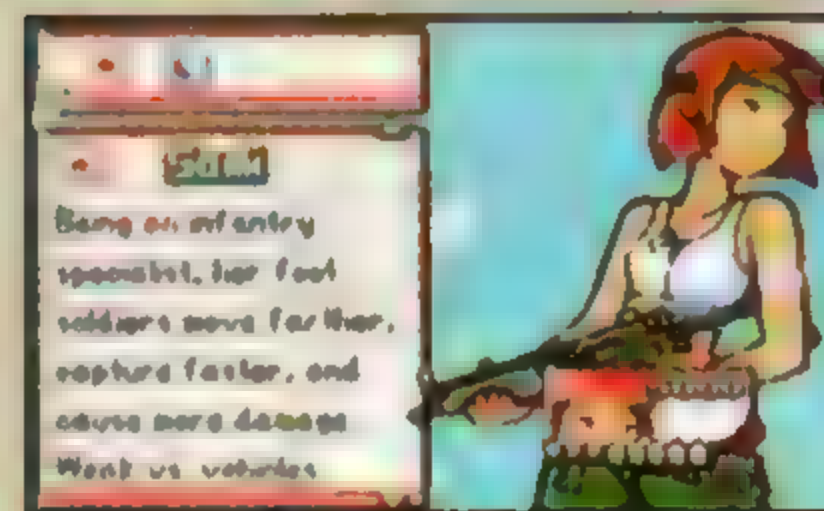
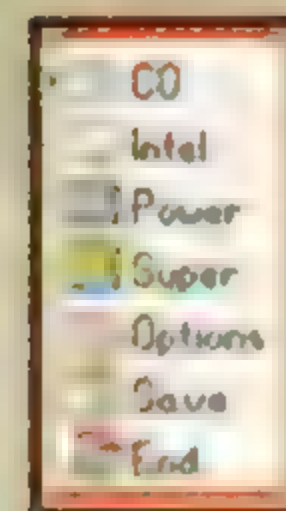
◆ CO

View dossiers on the COs on the current battlefield. Use ↑ and → to select a CO and ↓ to scroll through each dossier.

At the end of each CO dossier, a chart shows the parameters for each of that CO's units. You can see how much each unit's abilities vary between COs. For help reading the chart, press the R Button.

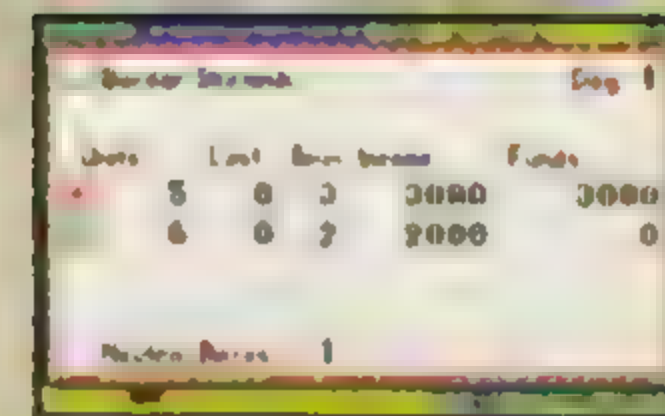
◆ Intel

View intel on the current battlefield. There are four menu items under Intel: Status, Terms, Unit, and Rules. Use ↑ and ↓ to select an item, and press the A Button to confirm your choice.



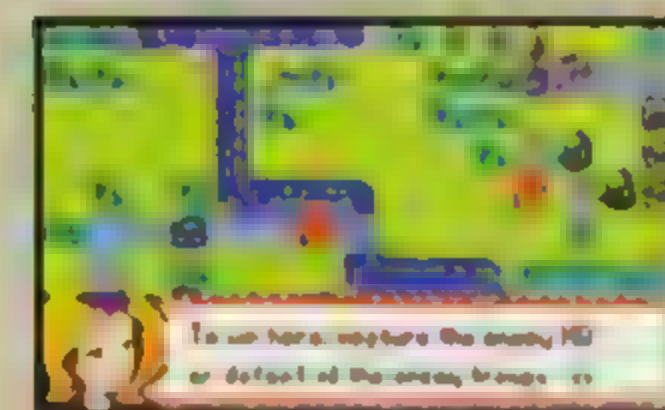
● Status

Status displays the current map name, the number days the battle has been waged, the number of bases held by each army, and information on each army's funds.



● Terms (Only in Campaign)

Check the victory conditions for your current battle here.



● Unit

This screen displays vital intelligence (or Intel) on your troops. Press \leftarrow or \rightarrow on the + Control Pad to select a column and reorganize the information in numerical order. Press \uparrow or \downarrow on the + Control Pad to select a unit, and press the A Button to move the game-screen cursor to that unit.

Army name



Data menu

Data

Unit name

Unit Intel Screen

❗ Select a data column and press SELECT to switch the order from highest number first to lowest number first.

● Rules (Not used in Campaign or the War Room)

Confirm the rules for the current battle. Note: you cannot change the rules here.

◆ CO Powers and Super CO Powers (see pg. 60)

These two options only appear on the menu when the CO Power gauge is full. Select them to use special CO abilities.

◆ Options

The Options menu contains five setup selections, including music and visuals (animation settings). Press ↑ or ↓ on the + Control Pad to choose a menu item, and press the A Button to confirm.

● Delete

Select this to remove units from the field of battle. Use the + Control Pad to select the unit you want to delete, and confirm with the A Button. Press the B Button to stop deleting units.

● Yield

Select Yes to accept defeat, and confirm by pressing the A Button.

● Music

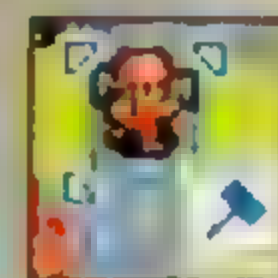
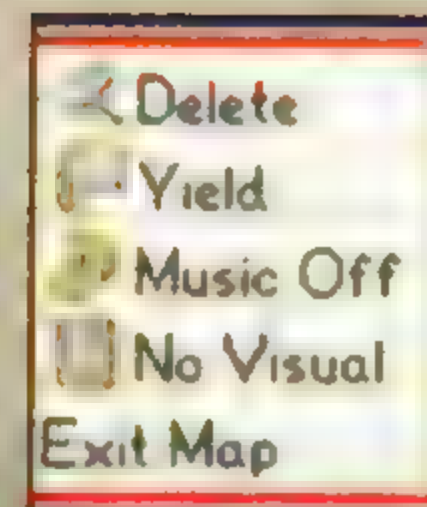
Select this, and turn the music on or off by pressing the A Button.

● Exit Map

You can return to the Select Mode menu at any time during battle. Choose Yes and press the A Button to confirm your choice and end the battle.

◆ Save

Choose this to save any battle in progress (see pg.10).



● Visuals

Use the A Button to set which visuals display during game play.

Visual A • Display both battle and capture animation

Visual B • Display battle animation only

Visual C • Display player battle animation only

No Visual • Display no animation

◆ End

Select this when you finish issuing commands, and your turn will end.

FOG OF WAR

Fog of War limits what you can see on the map only to those spaces within your units' vision ranges.

◆ Vision Ranges in Fog of War

The spaces that light up around a unit in Fog of War represent that unit's vision range. Vision ranges differ from unit to unit. Enemy units hidden by the Fog of War cannot be attacked.

● Infantry and Mech Vision Ranges

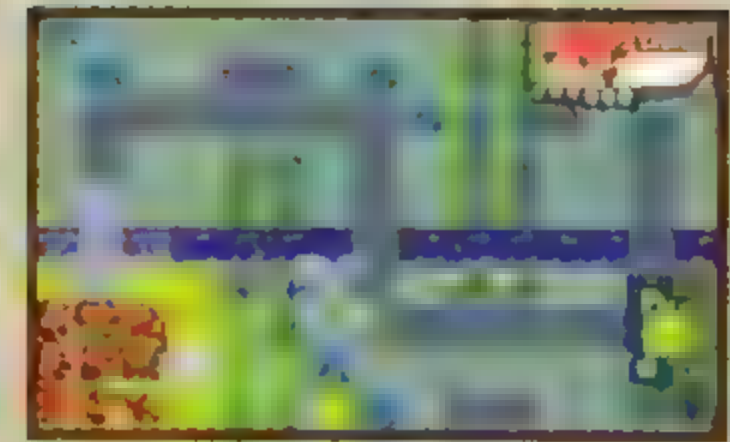
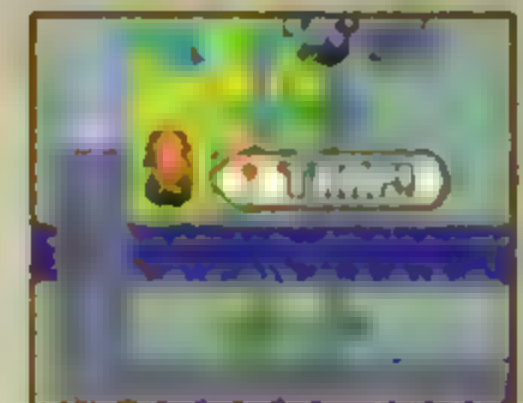
Infantry and mech units normally have a vision range of 2. This means they can see for two spaces around them.



When these units enter mountains, however, their vision ranges expand by 3 spaces farther than normal.

● About Ambushes

In Fog of War, a unit moving to a space outside its vision range may run into an enemy unit. When this happens, that unit is ambushed—the unit being moved stops immediately and can accept no further commands until the next turn.



SELECTING A MODE

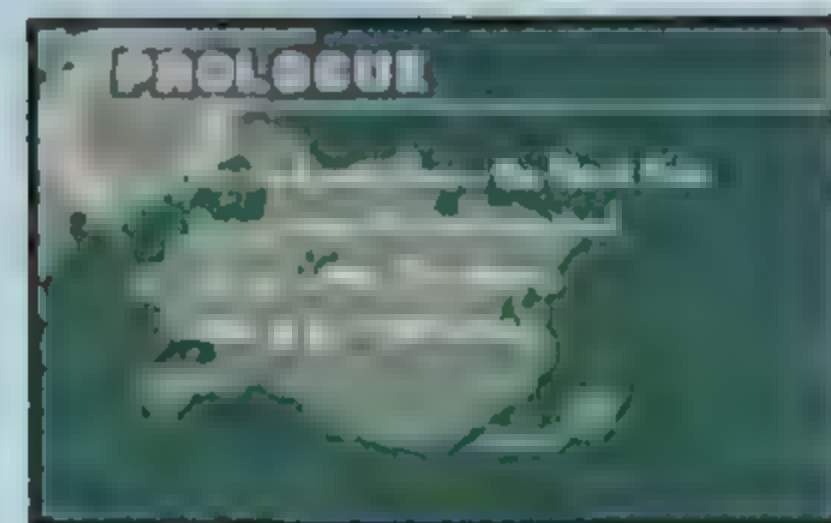
Campaign

Take control of COs from different countries and battle the Black Hole forces across Cosmo Land. Select Campaign with the + Control Pad, and press the A Button to confirm.

Once you select Campaign, choose New from the sub-menu to begin a new campaign and watch the campaign prologue.

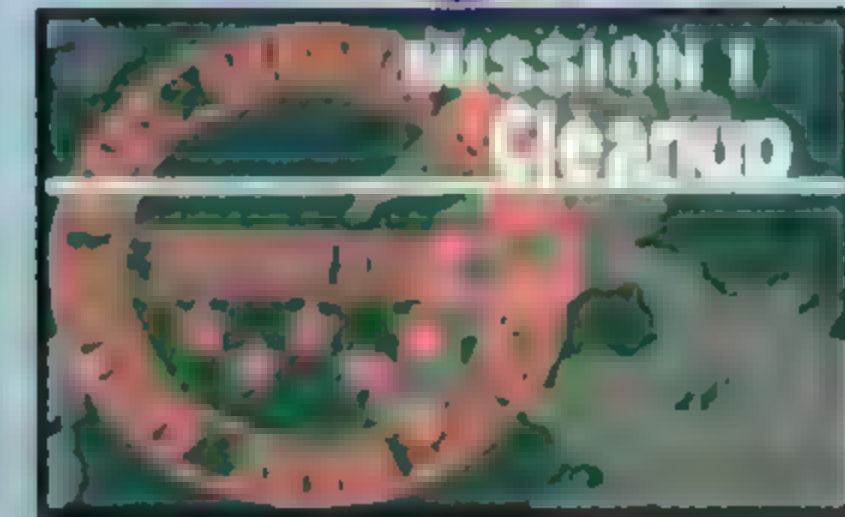
After the prologue, you'll see the Select Map screen. Use the + Control Pad to move the cursor across the map.

Select maps by placing the cursor over a flag and pressing the A Button.



Once you've picked a map, you'll see a brief description of that map. Press the A Button again to view a conversation between the principle players.

Once this conversation is finished, the mission title will appear, and the game will begin. When you start a new campaign, Orange Star CO Nell will instruct you in the ways of war.



Yellow Comet CO
Sensei

Foot soldiers have superior firepower, and the movement ranges for his transport units is increased by one space. He's an expert with battle copters, and those under his command have increased attack strength.

Yellow Comet CO
Sonja

The vision ranges of all her units are increased by one space in Fog of War. She has the ability to conceal her units' HP from enemies. Her attack power is a little weak, but she has superior counterstrike firepower.







Versus

In Versus mode, you can play with up to four players using just one Game Pak. You can play on teams as well, for one-vs.-three or two-vs.-two battles.

When playing with four people, Player 1 issues commands to his troops first. At the end of his turn, Player 1 passes the game system to Player 2, and so on.

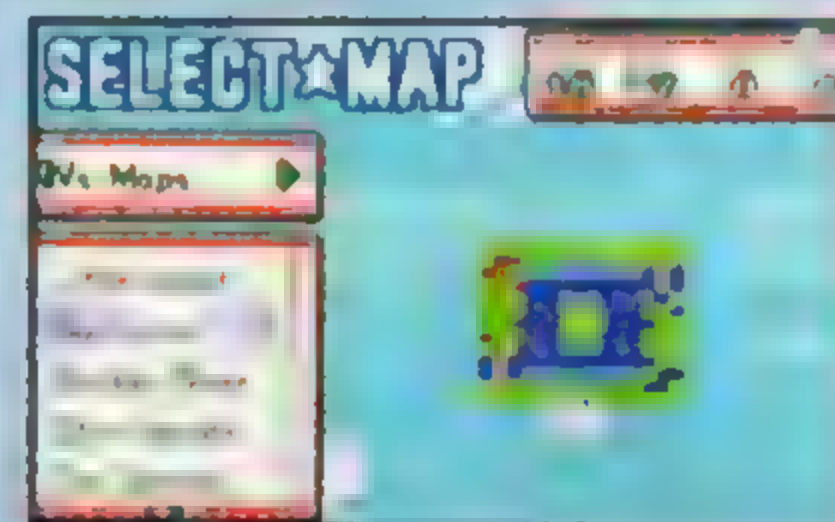
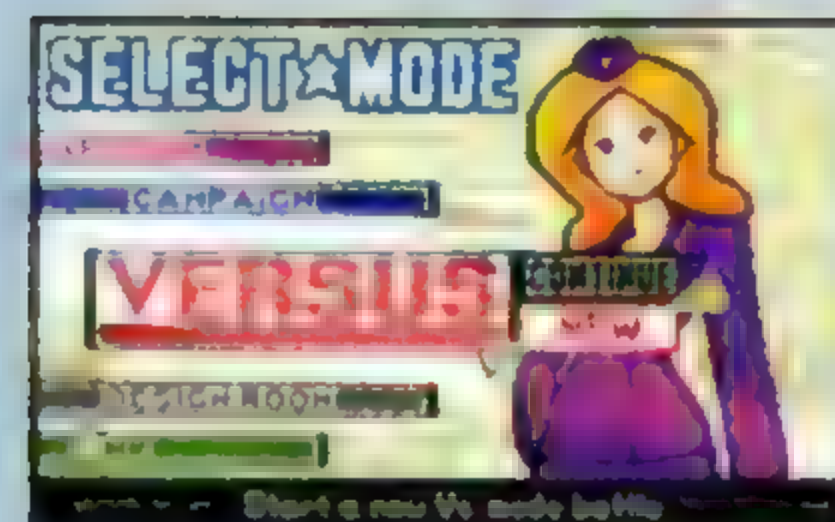
On the Select Mode screen, select Vs. Battle. Next, choose New from the sub-menu to move on to the Select Map screen.

Use the L and R Buttons or  and  on the + Control Pad to select the type of map to be played. Next, use  and  to select the map you want to use.

Press the A Button to confirm your choice.

Map Types for Vs. Mode

Pre-Deployed	Maps that provide you with a set type and number of pre-deployed units
3P Maps	Maps designed for three players
4P Maps	Maps designed for four players
War Room	Maps that originally appeared in the War Room
Classic	Maps that appeared in Advance Wars
2P Maps	Maps designed for two players

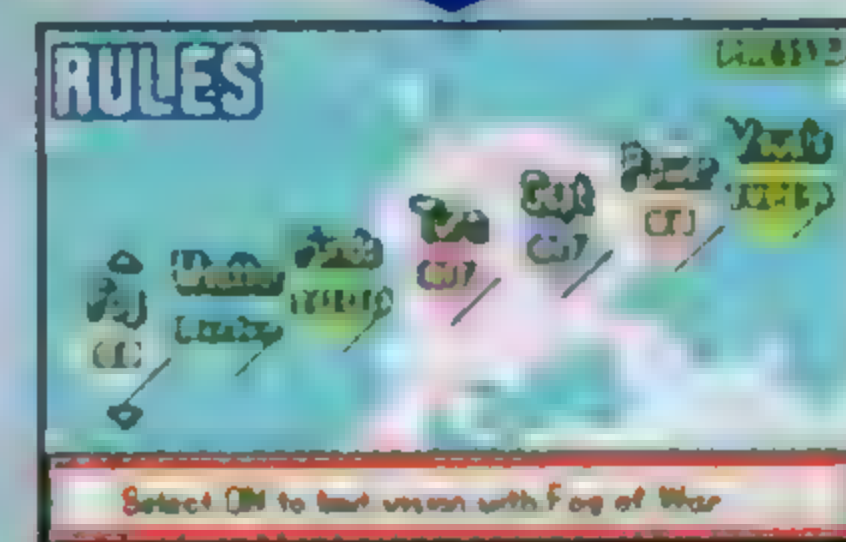
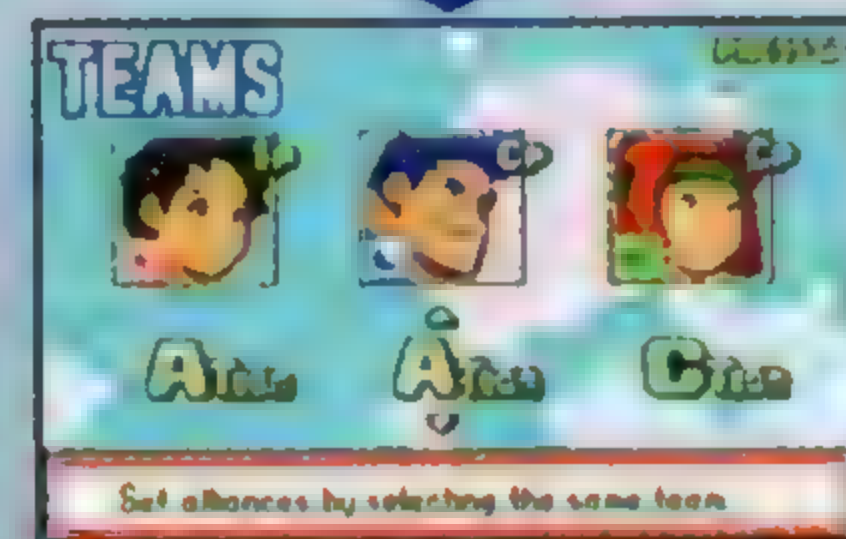
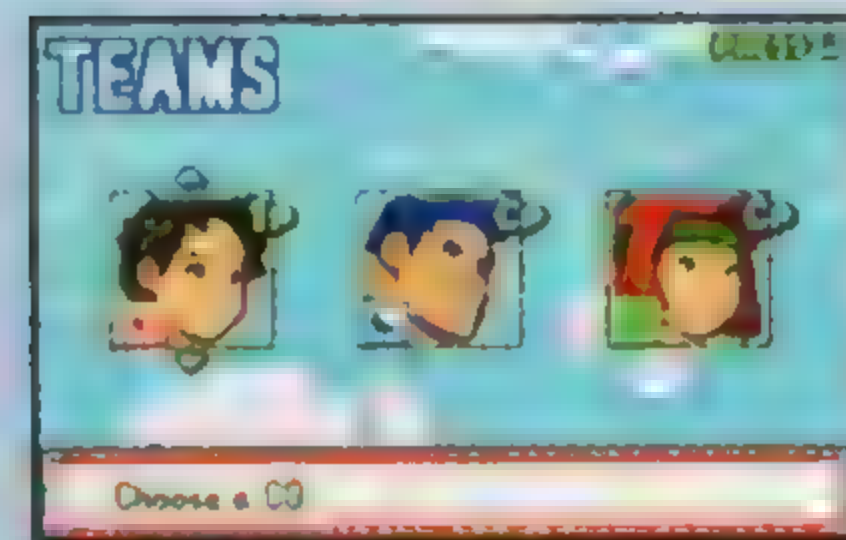


Next, you can set teams on the Teams screen. Select the COs for this battle, and set him or her to a human or computer (CP) player. Use \uparrow , \downarrow , \leftarrow , and \rightarrow on the + Control Pad to complete setup, and then press the A Button.

On the next screen, use \uparrow and \downarrow on the + Control Pad to set each CO to a single-letter team name. When you're happy with the settings, press the A Button.

❗ In battles between three or more armies, you can create allies by assigning COs to the same team name.

The Rules screen comes next. Use \leftarrow and \rightarrow on the + Control Pad to move between rules, and use \uparrow and \downarrow to change the rule settings. Confirm your rules by pressing the A Button.



Rules

Fog of War	Turn Fog of War ON or OFF. Selecting ON limits the vision range to that of each individual unit.
Weather	Choose between Clear, Snow, Rain, and Random. Random allows for climate changes during the battle.
Funds	Set the amount of money armies receive for each allied base.
Days	Limit the number of days the battle will continue. Victory goes to the army with the most bases at the end.
Exp	Set victory conditions to be determined by the number of bases captured during the battle.
Power	Turn the CO powers ON or OFF.
Visuals	Select your animation preferences.

Design Room

In the Design Room, you can design your own custom maps and change CO hair and outfit color.

◆ Maps

Place terrain features and units anywhere you want to create all-new original maps. You can use your own maps in Versus mode and Multi-Pak Link mode (see pg. 38). You can also trade your maps with friends in Link mode by selecting Trade Maps (see pg. 40).

Select Design Room from the Select Mode screen, then choose Map from the sub-menu. This opens the map designer, where you can create maps to your heart's content.

Green Earth CO

Eagle



Eagle's an aerial specialist whose copters and planes burn less fuel than those of other armies and have higher offensive and defensive capabilities, too. He's a poor naval commander, though.



CREATING YOUR OWN MAPS

● Map Designer Main Screen

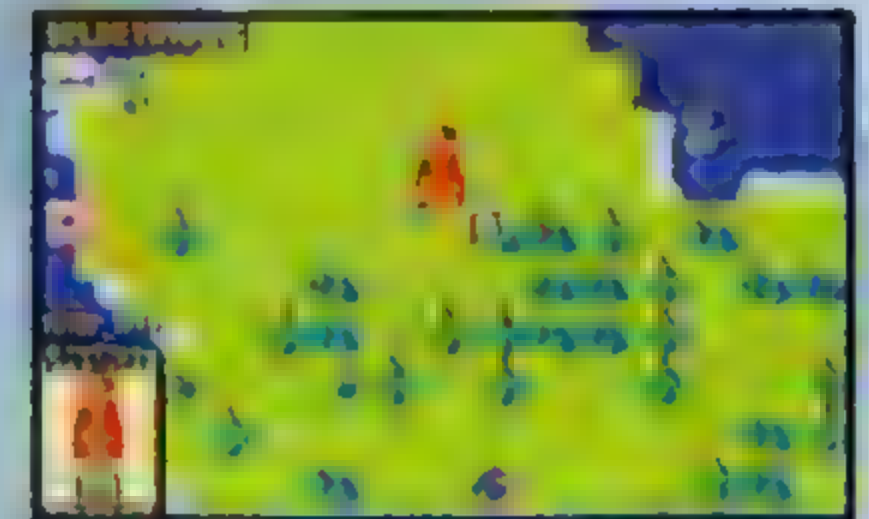
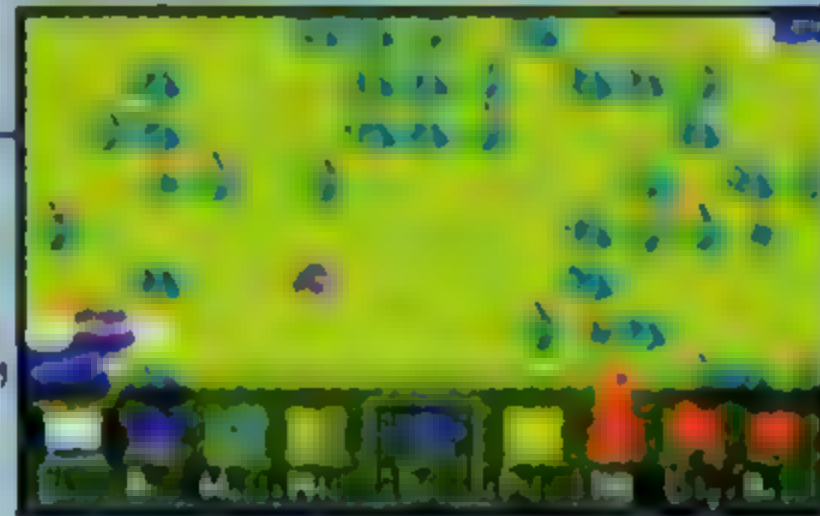


Once you open the map designer, use the L and R Buttons to open the unit and terrain menus. Scroll through choices with \leftarrow and \rightarrow , and use \uparrow and \downarrow to scroll through the available colors. Move the cursor to the area you want to place the selected item, and press the A Button to place it on the map.

● Map Designer

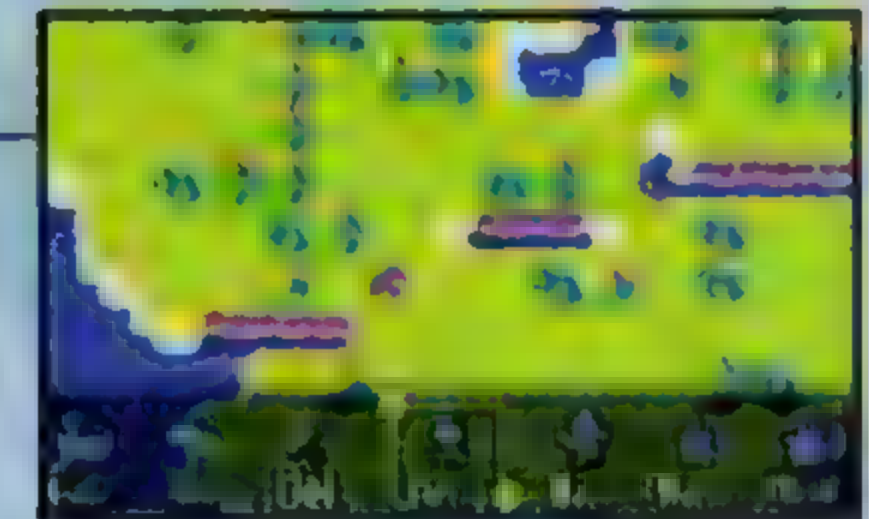
Terrain Features Menu (R Button)

This menu includes HQs, cities, and all types of bases, as well as roads, woods, and rivers.



Unit Menu (L Button)

Here you can choose from infantry, tanks, and other ground units. You can also deploy air units and naval units.



❗ Special terrain features that appear in Campaign mode will not be available.

L Button: Display the unit menu

On Design Screen: Move the cursor
On Menus:

Use ← and → to select menu items
Use ↑ and ↓ to change the color of
army units, HQs, and bases

START: Display map overview



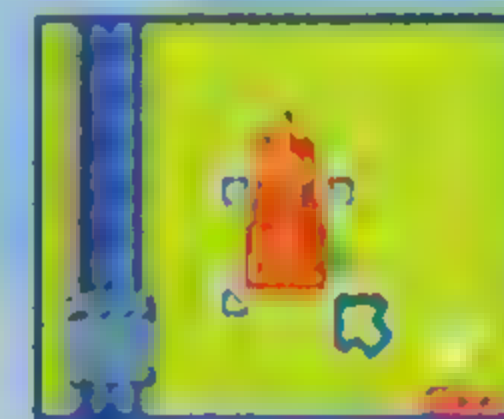
R Button: Display the terrain features menu

A Button: Place the
selected item on the map

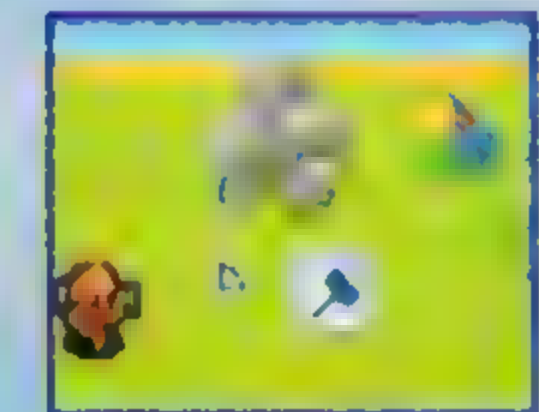
B Button: Select the
terrain feature or unit
indicated by the cursor on
the map-designer screen

SELECT: Display the
map-designer menu

To replace terrain features on maps, move the cursor over them and select different terrain.



If you want to delete a deployed unit, select Del (delete) from the Unit menu, place the cursor on the unit you want to delete, and press the A Button. To return the cursor to normal, place it on any deployed unit and press the B Button.



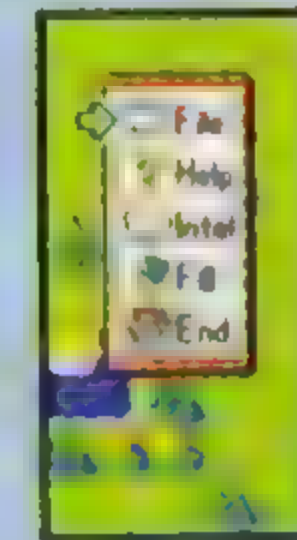
● Rules for Creating Maps

The following conditions must be met in order for a map to be used for combat:

- The map must have at least two HQs of different colors.
- The map must contain at least one deployed unit or one production base for each army's HQ.

● About the Menu Windows

Press SELECT to bring up the map-designer menu. Use ↑ and ↓ to select a menu item, and press the A Button to confirm your choice.



- **File** Use ↑ and ↓ to select a menu item and the A Button to confirm your choice.



Select this to load a previously saved map. Use ↑ and ↓ to select a map and press the A Button to confirm.

Come here to save a map you are designing. Use the + Control Pad to select the place you want to save to, and press the A Button to confirm.

To name your map, select this menu item. The Name Entry screen appears when you select this item.

- **Help** Open this to receive hints on using the map designer.

- **Intel** To view the current number of cities and bases on a map, select Intel.

- **Fill** Choose Fill to fill an entire map with one terrain feature. You can also choose Random to have the computer design a map with random terrain features.

- **End** Choose End to return to the Select Mode screen.

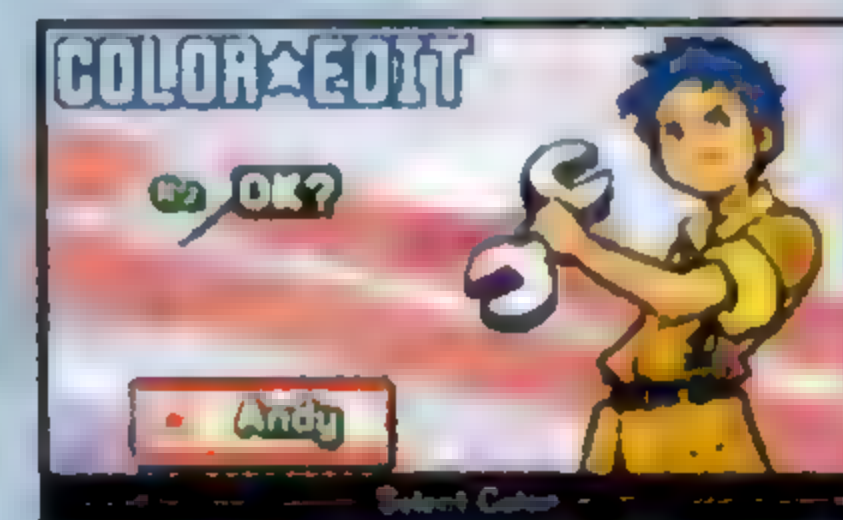
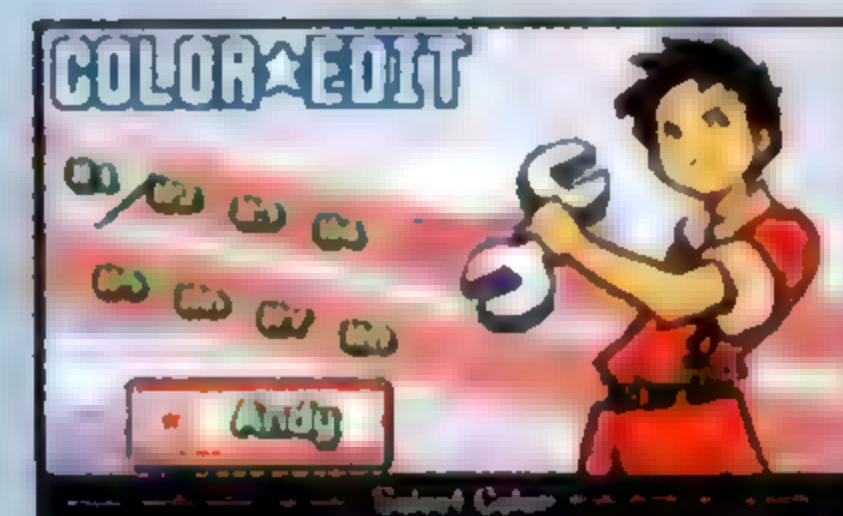
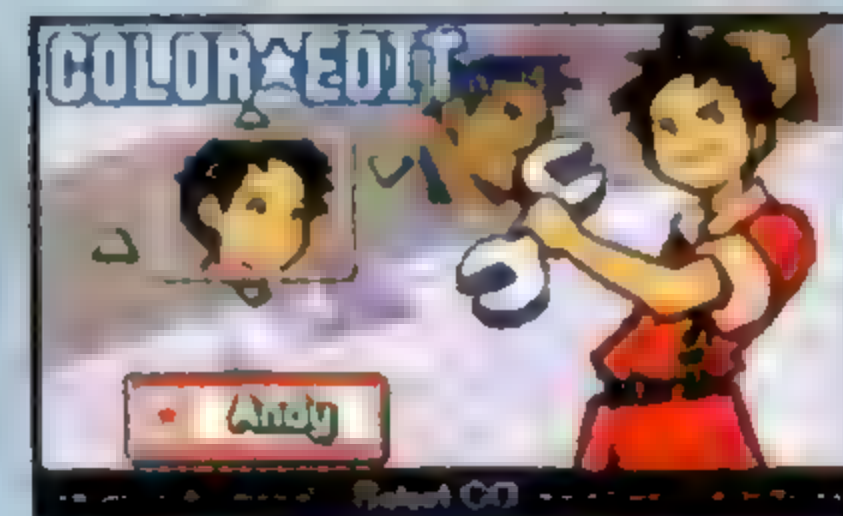
◆ CO

Using the colors purchased in Battle Maps (see pg. 46), you can select from eight different hair and outfit colors for COs.

Select Design Room on the Mode Select screen, then choose CO from the sub-menu. Next, the CO Select screen will come up. Use ↑ and ↓ to select an army, then use ← and → to choose a CO. Confirm your selection with the A Button.

On the Color Edit screen, use the + Control Pad to select the color scheme you want, then press the A Button to confirm your choice.

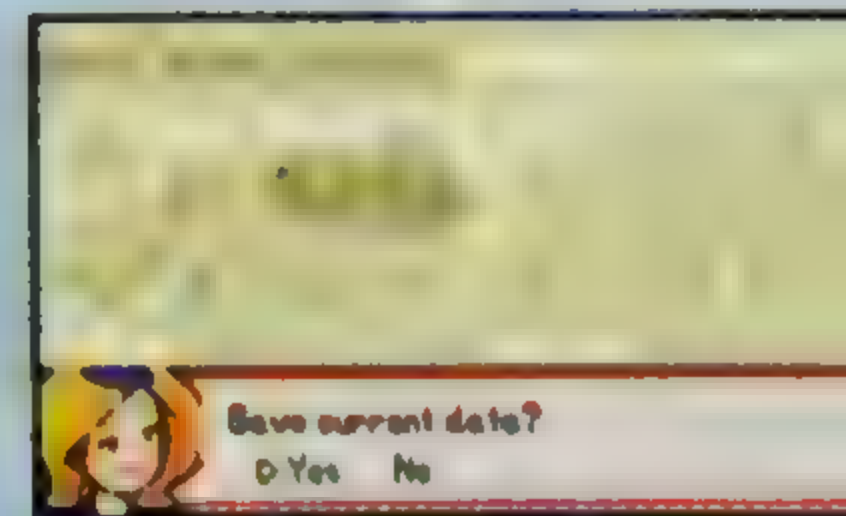
Press the A Button when asked to confirm your color choices. If you want to make further changes, press the B Button to return to the previous screen.



Once you have confirmed your changes, you can then choose another CO. If you want to revise other CO colors, repeat the previous steps.

After you have finished editing colors, press the B Button to bring up a save message. Use the + Control Pad to select Yes, press the A Button and save the changes you have made.

❗ Any COs you have revised will appear in Campaign, Versus mode, etc., with their new color schemes.



Green Earth CO

Drake



His naval units have a +1 movement range and slightly higher defensive abilities. His air units have inferior attack strength. Rain does not impede his troop movement.

Green Earth CO

Jess



All her vehicular units possess superior firepower. Her infantry, air, and naval units suffer from inferior firepower.



Link

Choose this mode and link up two or more Game Boy Advance systems with the appropriate number of Game Boy Advance Game Link cables (sold separately) to wage multiplayer war or to trade original maps.

On the Mode Select screen, choose Link to bring up the Link menu. There are three link modes to choose from: Single-Pak, Multi-Pak, and Trade Maps. To select a mode, use \uparrow and \downarrow on the + Control Pad and confirm your choice with the A Button.

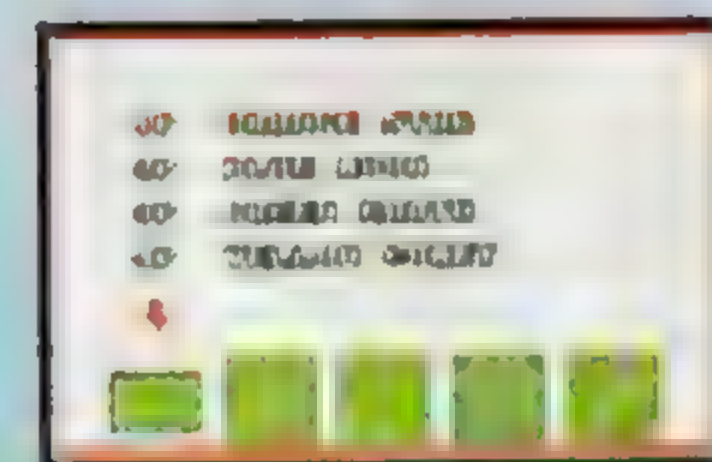
❗ For further controller information, please see the specific mode explanations.

◆ Single-Pak

Battle with up to four players using a single Game Pak. Single-Pak mode offers five different maps to play on. The rules setup in Single-Pak mode cannot be changed. The map menu options and units available are preset on each map.

❗ Before playing, you need to connect all game systems with Game Boy Advance Game Link cables (see pg. 44).

Once Player 1 selects Single-Pak from the Link menu, the Player Entry screen appears. Player 1 then confirms the number of player entries and presses START.



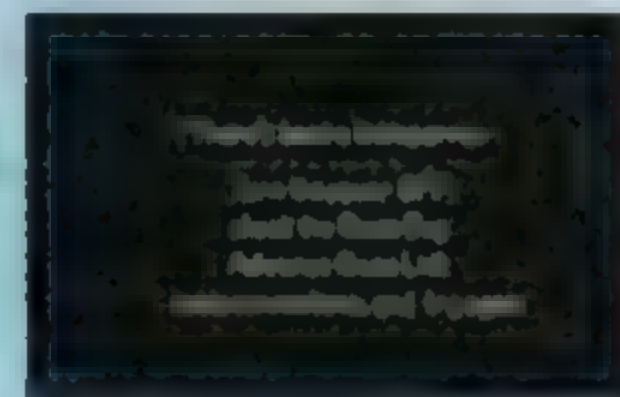
- ❗ Only Player 1's game system will show the Player Entry Screen. All other players' systems will show only the Game Boy logo.



- ❗ If the number of entries is incorrect, check the cable connections and begin the linking process again.

Link Failure

The Link Failure screen appears if an error occurs during data transmission. If this happens, turn all game systems OFF, check all Game Link cable connections, and begin the download setup again.



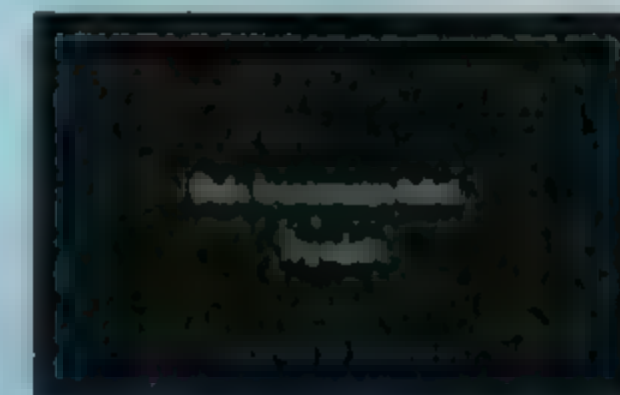
Once the downloading process begins, a loading screen appears on all players' game systems.



- ❗ While the game is loading, do not turn any of the systems off or disconnect any of the Game Link cables.
- ❗ The downloading process takes a few moments.

Data Transmission Failure

The Data Transmission Failure screen appears if an error occurs during data transmission. If this happens, turn all game systems OFF, check all Game Link cable connections and begin the download setup again.



When data transmission is complete, the Select Map screen will appear on Player 1's game system. Player 1 should use the + Control Pad to select a map, then press the A Button to confirm and begin the battle.

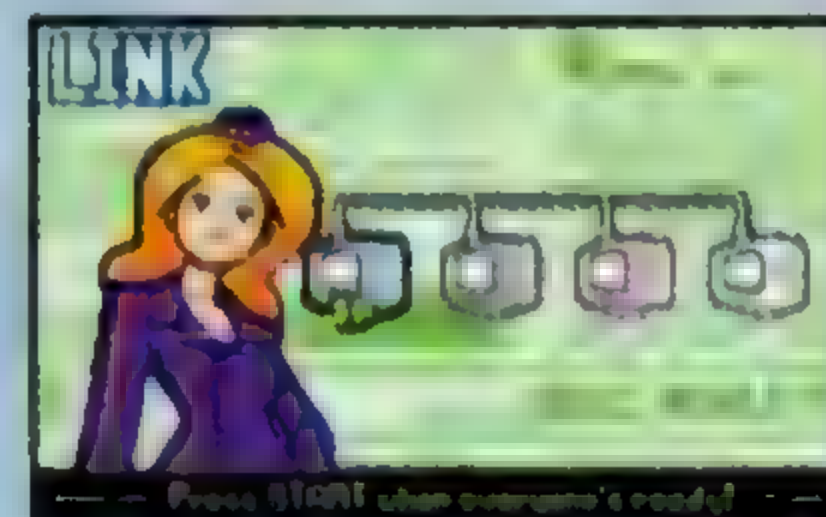
◆ Multi-Pak

To play a Multi-Pak battle, you need one Game Pak per player.

- ❗ Before playing, you need to connect all game systems with Game Link cables (see pg. 42).

All players select Multi-Pak from the Link menu to bring up the Player Entry screen. Once the players have all been entered, Player 1 must press START.

- ❗ If the number of players entered is incorrect, check the cable connections and begin the linking process again.



Link Failure

The Link Failure screen appears if an error occurs during linking. If this happens, turn all game systems OFF, check all Game Link cable connections, and begin the download setup again.



Once all the data is transferred, the Select Map screen appears on all players' screens. Use ← and → on the + Control Pad to select the map, then ↑ and ↓ to choose a map. Press the A Button to confirm.



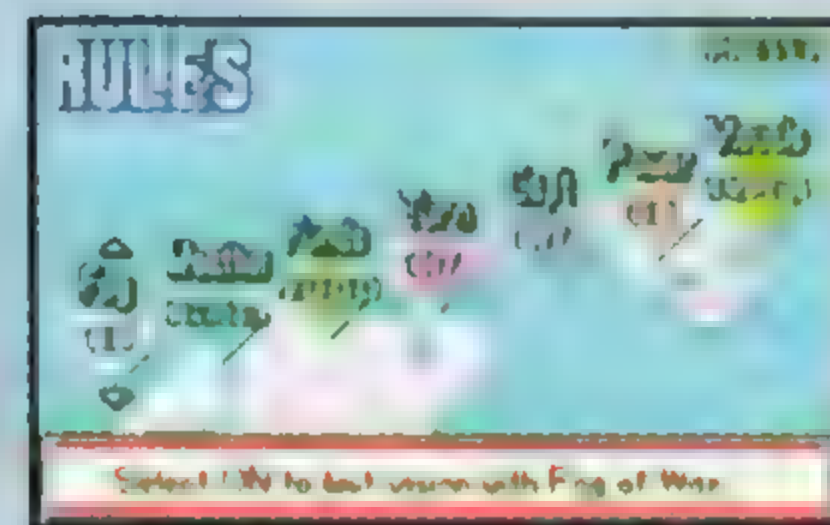
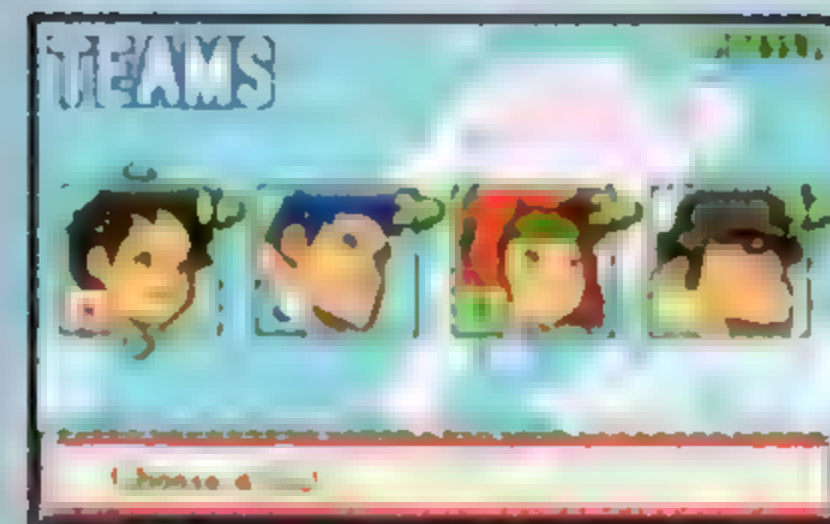
- ❗ Any player can select a map to play. The available maps vary depending on the number of players.

Next, on the Teams screen, each player uses ↑ and ↓ on the + Control Pad to choose a CO. Each player must press the A Button to confirm his selection.

- ❗ When playing with three or more players, teams can be created by having players select the same single-letter team name (see pg. 29).

Rule setup comes next. Rules can be set just as in a Versus battle. Use ← and → to move between rules and ↑ and ↓ to change the rule setup. Press the A Button to confirm setup and begin the game.

- ❗ Rules can be set by any player, and rules cannot be changed once the game begins.
- ❗ The computer cannot control an army in this mode.



Black Hole CO

Flak



He possesses immense attack power, but his lack of finesse reduces the effectiveness of his attacks.



◆ Trade Maps

Select this to trade original maps created in the map designer. You must have one game system and one Game Pak per person to trade maps



❗ Before trading maps, you need to connect all game systems with Game Link cables (see pg. 42).

In Trade Maps mode, the person sending map data is the Sender, and the person receiving map data is the Receiver. The Sender can send map data to all linked players.

❗ You cannot send map data if that data has not first been saved, and only one map data file can be sent at a time.

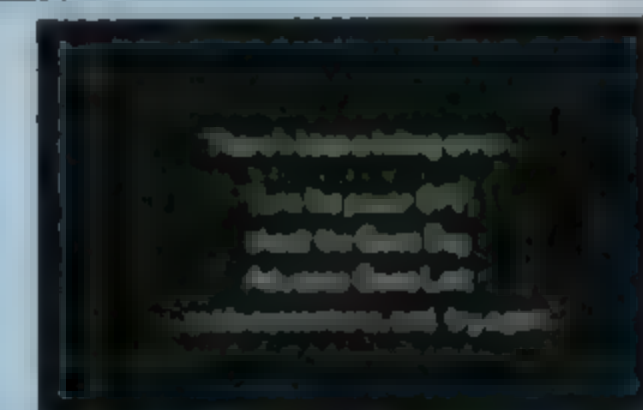


Select Link from the Select Mode screen with the + Control Pad and then press the A Button. On the following screen, all players use the same steps to select Trade Maps. Once each player has been entered, Player 1 must press START to begin the data transfer.

❗ If the number of entries is incorrect, check the cable connections and begin the linking process again.

Link Failure

The Link Failure screen appears if an error occurs during linking. If this happens, turn all game systems OFF, check all Game Link cable connections, and begin the download setup again.



When data transmission is complete, the Sender Select screen will appear. Use ← and → on the + Control Pad to select the Sender, and press the A Button to confirm.



Choose the Map Data File to send with ← and → on the + Control Pad, then press the A Button to confirm.



Sending screen



Receiving screen

Use ← and → on the + Control Pad to select where to save incoming map data, then confirm with the A Button.

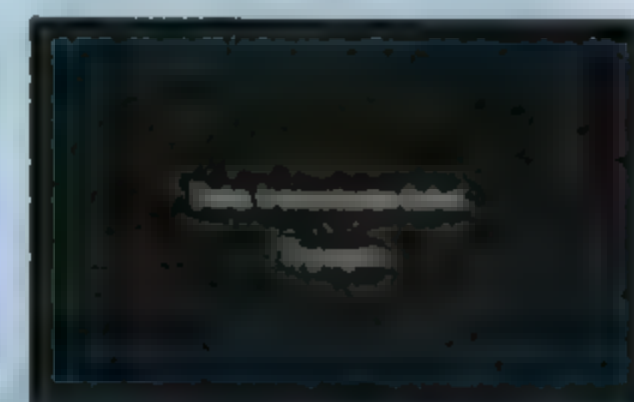
❗ You can save up to three maps.

When waiting for other players to save map data, players who have already saved the data will see a “waiting” screen. Data transfer begins when all players have selected where to save the map data.



Data Transmission Failure

The Data Transmission Failure screen appears if an error occurs during data transmission. If this happens, turn all game systems OFF, check all Game Link cable connections, and begin the download setup again.



Sending screen



Receiving screen

“Now Loading” screens will appear while data is being transferred. Once the transfer completes, the game returns to the Link menu.

❗ Maps traded in this mode can be used in Versus and Multi-Pak Link modes.

● Multi-Pak Vs. and Trade Maps Modes

To play these game modes, you will need to link up multiple game systems with Game Link cables. Please follow the instructions below to link up multiple game systems.

Necessary Equipment

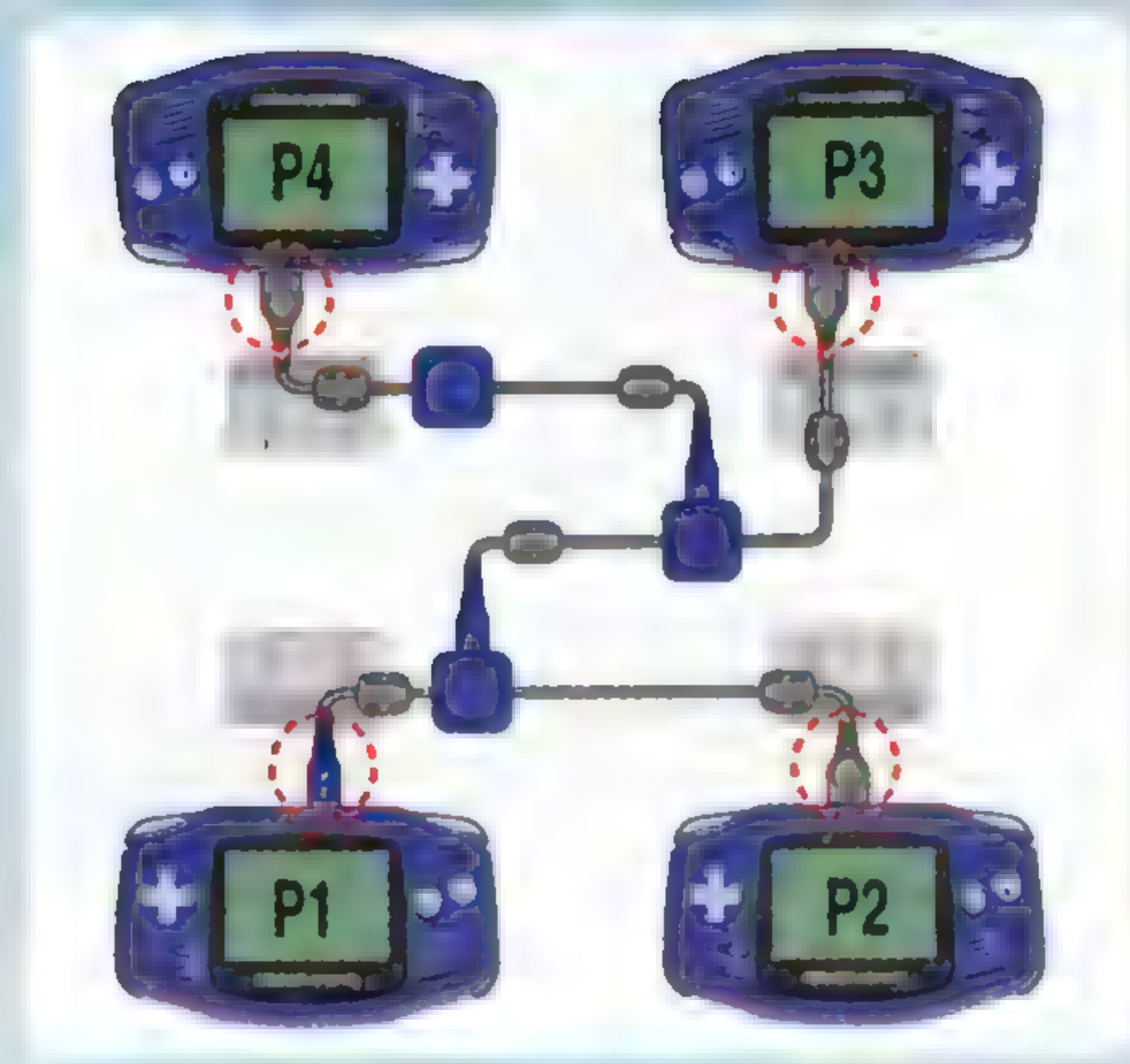
Game Boy Advance systems	_____	One per player
Advance Wars 2 Game Paks	_____	One per player
Game Boy Advance Game Link cables		
Two players	_____	One cable
Three players	_____	Two cables
Four players	_____	Three cables

Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Advance Wars 2 Game Paks into the individual Game Pak slots.
2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn the Power Switch on each game system ON.
4. Now follow the control explanations for each game mode on pages 38 and 40.

- ❗ Do not connect any game systems that will not be used during game play. For example, for a two-player game, do not link up more than two game systems.
- ❗ The player who plugs the small, purple connector into his or her Game Boy Advance will be Player 1.

Consult the diagram to your right when connecting Game Link cables to Game Boy Advance systems. (Note that the small connector is purple and the large connector is gray.)



Troubleshooting

You may experience malfunctions or be unable to transfer game data in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When more than four Game Boy Advance game systems are linked.

● Single-Pak Mode

To play this game mode, you need to link up multiple game systems with Game Link cables. Please follow the instructions below to link up multiple game systems.

Necessary Equipment

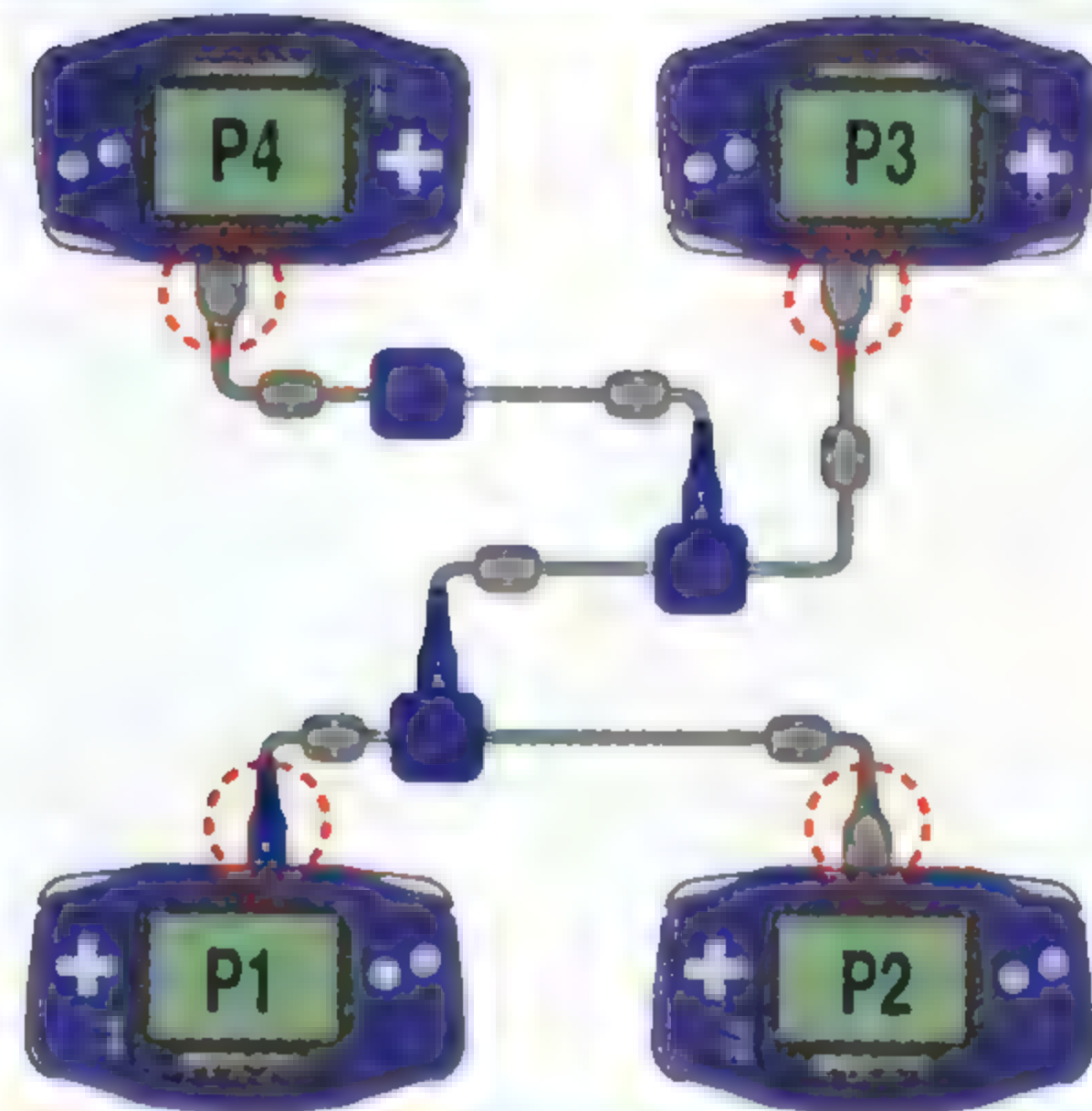
Game Boy Advance systems	_____	One per player
Advance Wars 2 Game Paks	_____	One Game Pak
Game Boy Advance Game Link cables		
Two players	_____	One cable
Three players	_____	Two cables
Four players	_____	Three cables

Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Advance Wars 2 Game Pak into Player 1's Game Pak slot.
2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn each game system's Power Switch ON. Now follow the control explanations for this game mode on page 28.

- ❗ Do not connect any game systems that will not be used during game play. For example, for a two-player game, do not link up more than two game systems.
- ❗ The player who plugs the small, purple connector into his or her Game Boy Advance will be Player 1.

Consult the picture to your right when connecting Game Link cables to Game Boy Advance systems. (Note that the Game Pak and the small, purple connector go into Player 1's game system.)



Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.

Battle Maps

Earn Wars Points in the Campaign and the War Room, then come here to buy new maps and new CO colors to edit. Hachi, the proprietor, is waiting to make a deal, and he might just have some gossip for you, too!

◆ Battle Maps Screen

Select Battle Maps on the Select Mode menu to enter Battle Maps and begin chatting with Hachi. Use ↑ and ↓ on the + Control Pad to select an item, then press the A Button to hear Hachi's explanation of that item. If you press the A Button once more, Hachi will ask if you want to purchase the item selected. Select your answer with ← and →, then press the A Button to confirm.

After making a purchase, press the B Button to move to a save screen. Use the + Control Pad to select YES, then press the A Button to confirm and save game data.

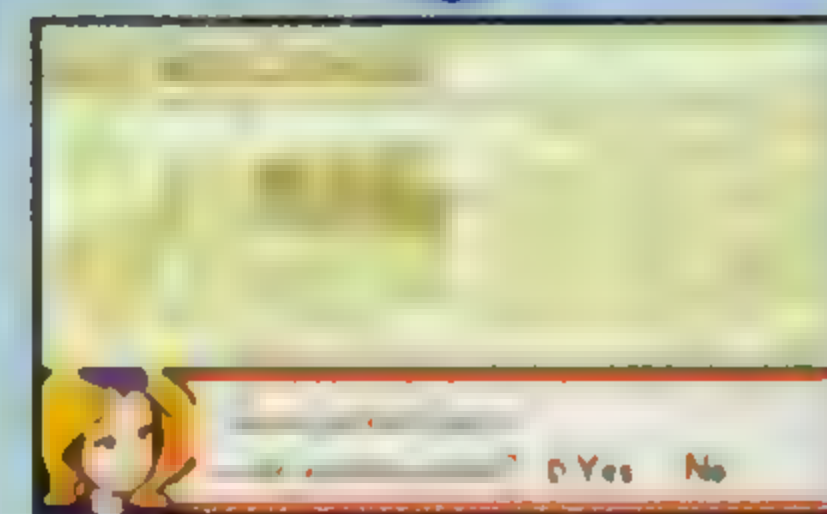
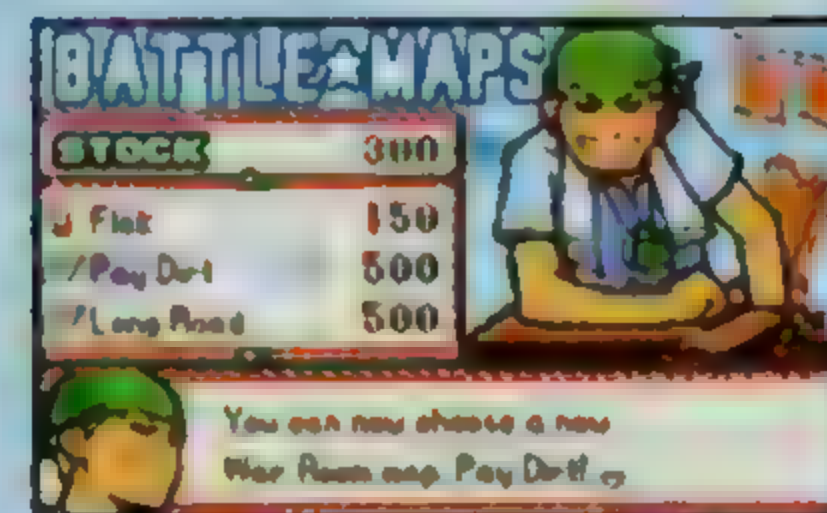
❗ Once you complete the Campaign, you can purchase the Sound Room, which contains music used throughout the game, not to mention some fine artwork.



Current point total

CO Color

New map





Black Hole CO

Lash



She utilizes terrain so effectively that her troops receive attack bonuses equal to the defensive cover of the terrain they occupy.

Black Hole CO

Hawke



All his units possess superior firepower, but his CO Power takes longer to build up than those of the other COs do.

Black Hole CO

Adder



He's a quick-thinking strategist whose CO Power builds up faster than those of other COs do.



War Room

In the War Room, you can develop your strategic skills by competing for high points and rankings in single battles. The rank you'll earn for clearing maps appears on the Select Map screen next to each individual map.

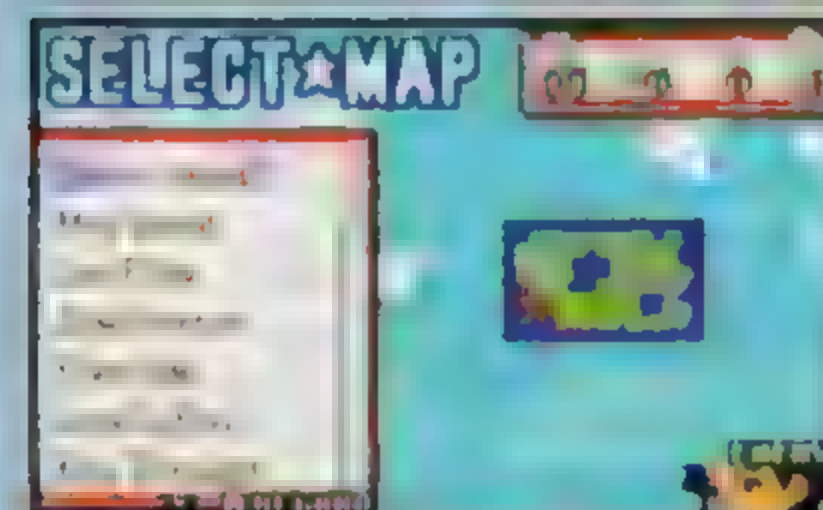
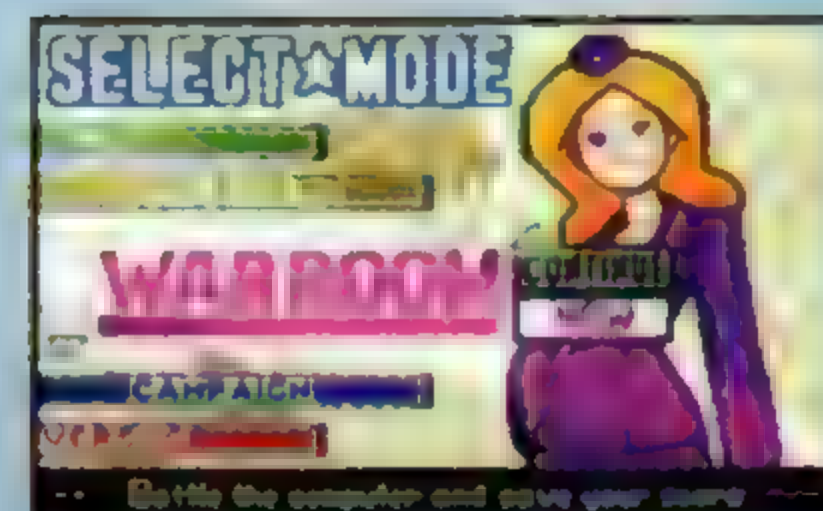
On the Select Mode screen, use \uparrow and \downarrow on the + Control Pad to select War Room, then press the A Button to confirm. From the sub-menu, choose either New or Continue to bring up the Select Map screen. Select a map using \uparrow and \downarrow on the + Control Pad, and use the A Button to confirm your choice.

The next screen is the Select CO screen. Choose an army by using \uparrow and \downarrow , then select a CO with \leftarrow and \rightarrow . Press the A Button to bring up a confirmation screen, then press it again to confirm your choice of army and CO. Once you're done, the battle commences.

❗ The available maps and items on the Map menu vary between game modes.

◆ Record

On the Select Map screen in the War Room, choose a map and press the R Button to view the top five scores for that map.



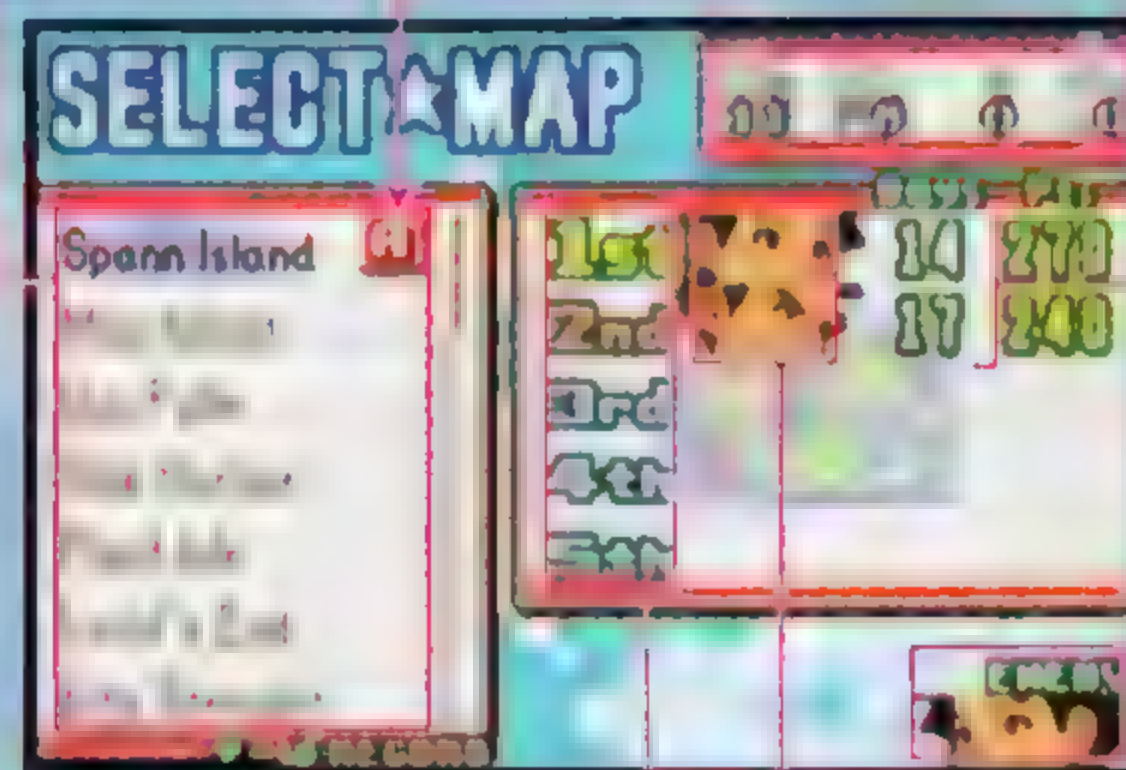
Map name

Ranking

Properties available

Number of days the battle lasted

Enemy CO




Rank

CO Used


UNIT INTEL

Each unit in Advance Wars 2: Black Hole Rising has its own special traits. Knowing the strengths and weaknesses of your army will allow you to formulate a more precise and effective strategy.

Viewing Data

	Unit Name	Primary Weapon		Number of Primary Weapon Rounds		Vision	3	Vision Range in Fog of War	Move	6	Movement Range	Fuel	70	Fuel Capacity	Cost	7,000	Deployment Cost	Ground Units		
		Weapon One	Air-to-Surface Missiles	Range of Fire	1															
		Ammo	9																	
		Weapon Two	Air-to-Surface Missiles																	
		Fire	Secondary Weapon Name (Secondary Weapons have unlimited Ammo)																	Air Units
		Naval Units																		

- ⚠ Units that use two weapons automatically switch between weapons depending on the enemy unit they are attacking.
- ⚠ Some units carry no weapons.
- ⚠ When transport units are destroyed, so are any units they were transporting.

	Infantry		Weapon One		None		Vision		2	
	These are the cheapest units to deploy. They can capture new bases, but their firepower is low.		Ammo		0		Move		3	
			Weapon Two		Machine Gun		Fuel		99	
			Fire		1		Cost		1,000	



Mech. Infantry

These units use bazookas against vehicles. They are strong against tanks. They are also able to capture bases.

Weapon One	Bazooka	Vision	2
Ammo	3	Move	2
Weapon Two	Machine Gun	Fuel	70
Fire	1	Cost	3,000



Recon

These are designed for reconnoitering purposes. They are strong against infantry units and have a large movement range.

Weapon One	None	Vision	5
Ammo	0	Move	8
Weapon Two	Machine Gun	Fuel	80
Fire	1	Cost	4,000



Tank

These small, inexpensive tanks have a large range of movement, making them easy to deploy.

Weapon One	Tank Cannon	Vision	3
Ammo	9	Move	6
Weapon Two	Machine Gun	Fuel	70
Fire	1	Cost	7,000



Medium Tank

Medium tanks have very high offensive and defensive ratings.

Weapon One	Medium Tank Cannon	Vision	1
Ammo	8	Move	5
Weapon Two	Machine Gun	Fuel	50
Fire	1	Cost	16,000



Neotank

Neotanks are expensive, but they're easily the most powerful ground unit. Capture their design plans to deploy them yourself.

Weapon One	Neotank Cannon	Vision	1
Ammo	9	Move	6
Weapon Two	Machine Gun	Fuel	99
Fire	1	Cost	22,000



APC

These units can transport infantry and mech units. They can also deliver fuel and ammo. APCs carry no weapons and cannot fire.

Weapon One	None	Vision	1
Ammo	0	Move	6
Weapon Two	None	Fuel	70
Fire	0	Cost	5,000



Mobile Artillery

These inexpensive indirect-combat units fire on enemy units from a distance.

Weapon One	Cannon	Vision	1
Ammo	9	Move	5
Weapon Two	None	Fuel	50
Fire	2-3	Cost	6,000



Rocket Launcher

These units can fire on both ground and naval units from a distance. Their range of fire is better than those of mobile artillery.

Weapon One	Rockets	Vision	1
Ammo	6	Move	5
Weapon Two	None	Fuel	50
Fire	3-5	Cost	15,000



Anti-Air

These specialized units are strong against air units, infantry, and mech units. They can't take on tanks, though.

Weapon One

Vulcan Cannon

Vision

2

Ammo

9

Move

5

Weapon Two

None

Fuel

60

Fire

1

Cost

8,000



Missile Launcher

These units wreak havoc on air units. Their vision range in Fog of War is large.

Weapon One

Surface-to-Air Missiles

Vision

5

Ammo

6

Move

4

Weapon Two

None

Fuel

50

Fire

3-5

Cost

12,000





Fighter

Fighters rule the skies and can inflict heavy damage on other air units.

Weapon One

Missiles

Vision

2

Ammo

9

Move

9

Weapon Two

None

Fuel

99

Fire

1

Cost

20,000



Bomber

Bombers are expensive, but can inflict heavy damage to both ground and naval units.

Weapon One

Bombs

Vision

2

Ammo

9

Move

7

Weapon Two

None

Fuel

99

Fire

1

Cost

22,000



Battle Copter

These copters can fire on many types of units, which makes them invaluable in the field.

Weapon One

Air-to-Surface Missiles

Vision

3

Ammo

6

Move

6

Weapon Two

Machine Gun

Fuel

99

Fire

1

Cost

9,000



Transport Copter

These copters can transport both mech and infantry units. They carry no weapons, though, and cannot fire.

Weapon One

None

Vision

2

Ammo

0

Move

6

Weapon Two

None

Fuel

99

Fire

0

Cost

5,000



Battleship

These powerful ships have a tremendous range of fire.

They can fire do enormous amounts of damage to other naval units.

Weapon One

Cannon

Vision

2

Ammo

9

Move

5

Weapon Two

None

Fuel

99

Fire

2-6

Cost

28,000



Cruiser

Cruisers can do heavy damage to both subs and air units. They can also transport up to two ground units at a time.

Weapon One

Anti-Sub Missiles

Vision

3

Ammo

9

Move

6

Weapon Two

Anti-Air Machine Guns

Fuel

99

Fire

1

Cost

18,000



Lander

These transport units can carry up to two ground units at a time.

Weapon One

None

Vision

1

Ammo

0

Move

6

Weapon Two

None

Fuel

99

Fire

0

Cost

12,000



Sub

Submerged subs can only be attacked by submarines and the only way to find a submerged sub is to run into it.

Weapon One

Torpedo

Vision

5

Ammo

6

Move

5

Weapon Two

None

Fuel

60

Fire

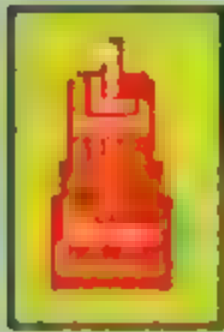
1

Cost

20,000

TERRAIN INTEL

Terrain plays an important role in battle strategy, as it affects troop movement and also provides defensive cover.



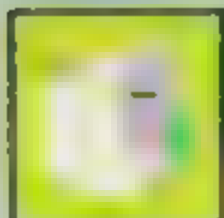
Headquarters (HQ)

Each army in the field has a headquarters that acts as its base of operations. An HQ can supply ammo and fuel, restore HP, and provide superior defensive cover for all ground units. Victory is yours if you can capture your enemy's HQ.



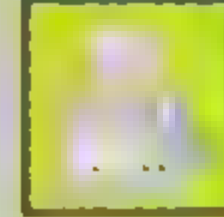
Bases

Bases are the deployment points for all ground units. In addition to providing supplies and HP to these units, they also provide high defensive cover.



Airports

Air units enter the field of battle from these air bases. They also receive supplies and regain HP here. The defensive cover rating of airports is high.



Ports

Naval bases are the deployment points for all naval units. They also provide them with ammo, fuel, and repairs (by restoring HP). Ports are safe havens for ships and subs because of their excellent defensive cover.



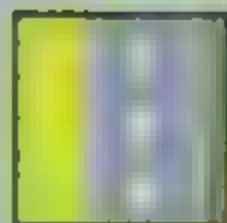
Cities

Cities can be allied, neutral, or controlled by the enemy. Both infantry and mech units can capture neutral and enemy cities, which can then provide ground units with supplies and HP.



Missile Silos

Missile silos can be used by infantry and mech units. Move one of these units onto a missile silo to fire a single missile with an unlimited range of fire and a blast radius of 2 spaces. Each silo contains one missile.



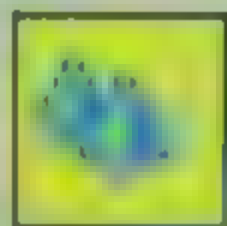
Roads

Roads allow units to traverse maps without hindrance, but they offer no other terrain benefits.



Plains

Plains are the most common type of terrain found. They provide only a minimal defensive cover.



Woods

When Fog of War is present, units deployed in woods can only be seen by units adjacent to them and by air units. Air units cannot hide in woods during Fog of War.



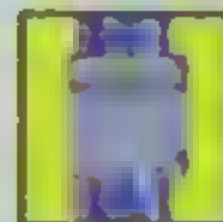
Mountains

Only mech, infantry, and air units can travel over mountains. In Fog of War, mech and infantry units increase their vision range by 3 when they're in the mountains. Mountains also offer excellent defensive cover.



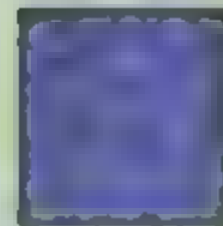
Rivers

Rivers cross much of the terrain. They can be traversed only by infantry, mech, and air units. Rivers offer no defensive cover.



Bridges

Bridges are essential in that they allow ground units to cross bodies of water. Bridges provide no other terrain benefits.



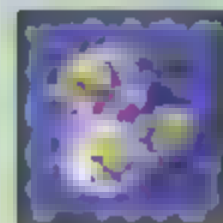
Seas

Seas can be crossed only by naval and air units. Seas offer no terrain benefits.



Shoals

Shoals provide loading and unloading points for landers. Almost all units can travel over shoals, but shoals provide no defensive cover.



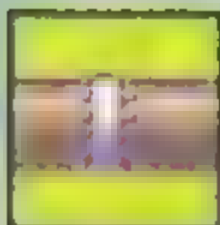
Reefs

When Fog of War is present, units deployed in reefs can be seen only by adjacent units and air units. Air units cannot hide in reefs during Fog of War.



Pipes

These indestructible pipelines block passage by all units.



Pipe Seams

Certain pipe sections can be destroyed, allowing units to pass through.



Laboratories (Campaign mode only)

Hidden research facilities that appear on the world map only when certain conditions are met. If you can capture a lab, you'll be able to produce neotanks on future missions.



Black Cannons (Campaign mode only)

Special cannons with a large range of fire and superior firepower. They have unlimited ammo and can only be used by the enemy army, but they are susceptible to attack.



Mini-cannons (Campaign mode only)

While not as powerful as Black Cannons, they are still formidable weapons. They have unlimited ammo and can be used by only the enemy army, but they are susceptible to attack.



Lasers (Campaign mode only)

These four-directional lasers strike friend and foe alike. They have unlimited ammo and can be used by only the enemy army, but they are susceptible to attack.



Deathray (Campaign mode only)

The Black Hole Army's pride and joy, this mammoth laser fires in only one direction, but it is incredibly powerful and only damages enemy units. It uses so much energy to fire that it cannot be fired each turn. It has unlimited ammo and can only be used by the enemy army, but it is susceptible to attack.



Factories (Campaign mode only)

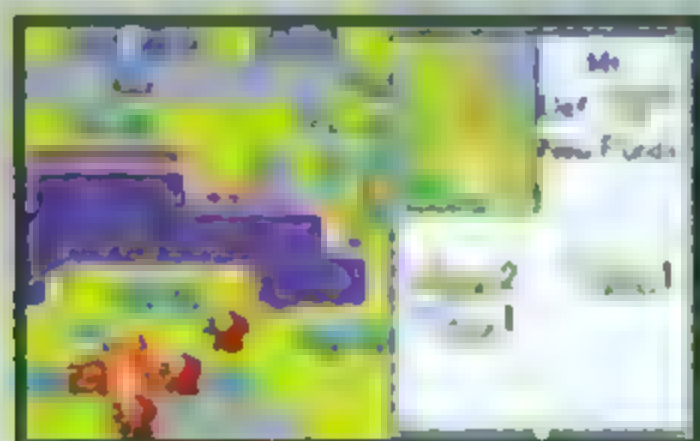
These enemy deployment properties can deploy ground, air, and naval units.



Volcano (Campaign mode only)

One of the many volcanoes on Wars World, it sometimes erupts and spews out chunks of burning magma. Any troops struck by this will take damage.

Climate is another map feature. Depending on the map being used, it sometimes rains or snows midbattle. These climate conditions affect the movement range of all deployed units. For detailed terrain information, place the cursor on a specific terrain feature and press the R Button. This is a useful tool for reconnoitering maps and refining your strategy.



Mountain intel under normal conditions.



Mountain intel under snowy conditions.

Black Hole CO



Sturm

All his units possess superior attack strength. They can move across any terrain at the same movement cost, but he suffers in snowy conditions.

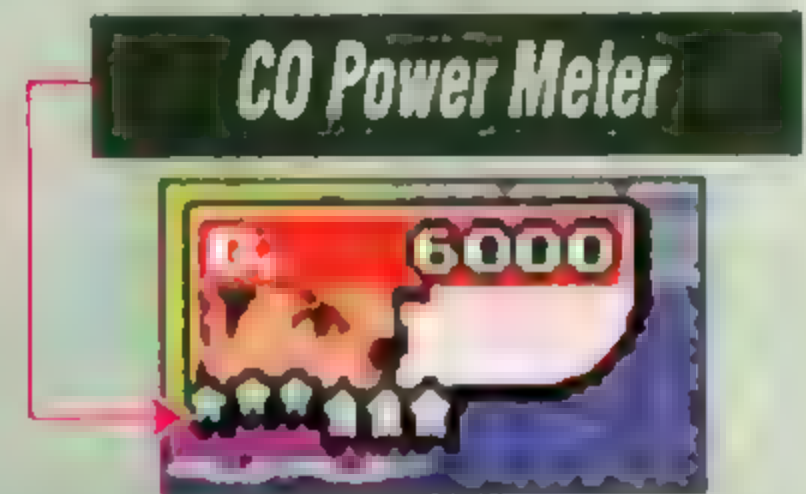


CO POWERS

The commanding officers in Advance Wars 2: Black Hole Rising all possess unique talents that, when used strategically, can turn the course of battle. These abilities are called CO Powers, and each CO has two of them.

◆ CO Power Meter

CO Powers become usable when the CO Power meter fills. The meter increases automatically during combat.



◆ Reading the Power Meter

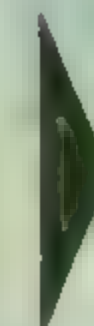
● CO Power

When the small stars in the CO Power meter are full, your CO can use a normal CO Power.



● Super CO Power

When both the small and large stars are full, the Super CO Power is ready to go.



❗ The CO Power meter increases at different rates for different COs.

◆ CO Power Dossier

Familiarizing yourself with each COs' powers is essential to formulating successful campaigns.



Andy

ORANGE STAR

Hyper Repair: Restores 2 HP to all units.

Hyper Upgrade: Restores 5 HP to all units. Firepower increases, and unit movement increases by 1 space.



Sami

ORANGE STAR

Double Time: Infantry and mech units receive a movement bonus of +1 space. Firepower increases slightly.

Victory March: Foot soldiers receive a +2 movement bonus and a firepower boost, and they can capture a property in one turn even if not at full HP.



Max

ORANGE STAR

Max Force: Direct-combat units receive a slight boost in firepower and +1 to their movement ranges.

Max Blast: Direct-combat units receive a large firepower bonus and +2 to their movement ranges.



Olaf

BLUE MOON

Blizzard: Causes snow to fall, which adversely affects all units except Olaf's own.

Winter Fury: Calls down a fierce storm which affects enemy troop movement and does 2 HP damage to all enemy units.



Grit **BLUE MOON**

Snipe Attack: Increases the ranges of fire of indirect-combat units by 1 space, and increases their firepower slightly, too.

Super Snipe: Gives indirect-combat units a firepower bonus and increases their ranges of fire by 2 spaces.



Collin **BLUE MOON**

Gold Rush: Increases available funds by 1.5.

Power of Money: Increases strength of weapons. The more funds available, the stronger your troops become.



Karbel **YELLOW COMET**

Morale Boost: Gives units a boost of energy and increases their firepower.

Samurai Spirit: Increases both offensive and defensive abilities of all troops.

Damage inflicted while counterattacking is multiplied by 1.5.



Sorin **YELLOW COMET**

Enhanced Vision: Increases the vision range of all units and even allows them to spot units hidden in woods and reefs.

Power Break: All units receive an increased vision range of 1 space. Additionally, the strength of their counterattacks is increased.



Sansel **YELLOW COMET**

Copter Command: Copter firepower increases, and infantry units with 9 HP appear in all allied cities, ready to move.

Airborne Assault: Copter firepower increases, and mech units with 9 HP appear in all allied cities, ready to move.



Eagle **GREEN EARTH**

Lightning Drive: Air unit offensive and defensive abilities increase.

Lightning Strike: Air unit offensive and defensive abilities increase, and all non-infantry units ordered to wait can move again that turn.



Drake **GREEN EARTH**

Tsunami: Causes a giant wave to strike enemy units for 1 HP of damage and reduces their fuel by half.

Typhoon: A sea storm erupts and strikes enemy units, causing 2 HP of damage, reducing fuel by half, and hindering troop movement.



Jess **GREEN EARTH**

Turbo Charge: Increases movement range of vehicular units by 1 space, replenishes fuel and ammo, and gives them a firepower boost as well.

Overdrive: Vehicular units increase their movement ranges by 2, replenish ammo and fuel, and increase their attack strength.



Adder **BLACK HOLE**

Sideslip: All units receive a movement bonus of +1 space.

Sidewinder: All units increase their movement ranges by 2 spaces.



Hawke **BLACK HOLE**

Black Wave: All units recover 1 HP and increase their firepower. All enemy units take 1 HP of damage.

Black Storm: All units increase their firepower and recover 2 HP. All enemy units take 2 HP of damage.



Flak **BLACK HOLE**

Brute Force: Increases dispersion of fire. There's a chance of getting a super strong blow, but firepower might suddenly drop.

Barbaric Blow: Attack power increases, but so does the dispersion rate, affecting the amount of damage targets take.



Lash **BLACK HOLE**

Terrain Tactics: Turns terrain effects into firepower bonuses.

Prime Tactics: In addition to using terrain effects to increase firepower, drops movement cost for all units to 1.



***Surm* BLACK HOLE**

Meteor Strike: Pulls a giant meteor from space, which does 8 HP of damage to all affected units. Increases his units' firepower and defense.

IMPORTANT

REV-C

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REV-N

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